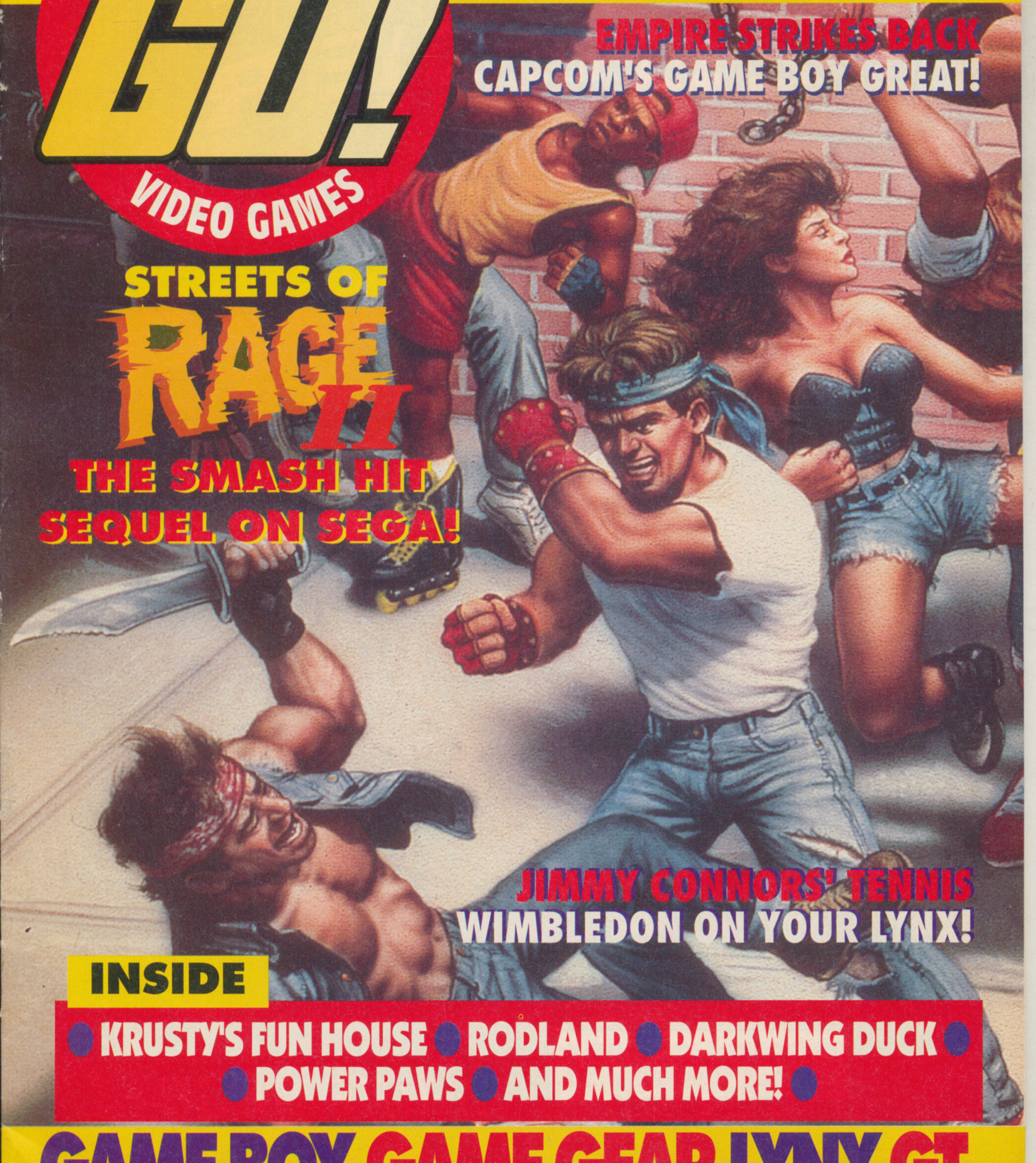
THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

HAND-HELD GO! VIDEO GAMES

ISSUE 22 AUGUST 1993

FREE!



EMPIRE STRIKES BACK
CAPCOM'S GAME BOY GREAT!

STREETS OF RAGE II

THE SMASH HIT SEQUEL ON SEGA!

JIMMY CONNORS' TENNIS
WIMBLEDON ON YOUR LYNX!

INSIDE

● KRUSTY'S FUN HOUSE ● RODLAND ● DARKWING DUCK ● POWER PAWS ● AND MUCH MORE! ●

GAME BOY GAME GEAR LYNX GT

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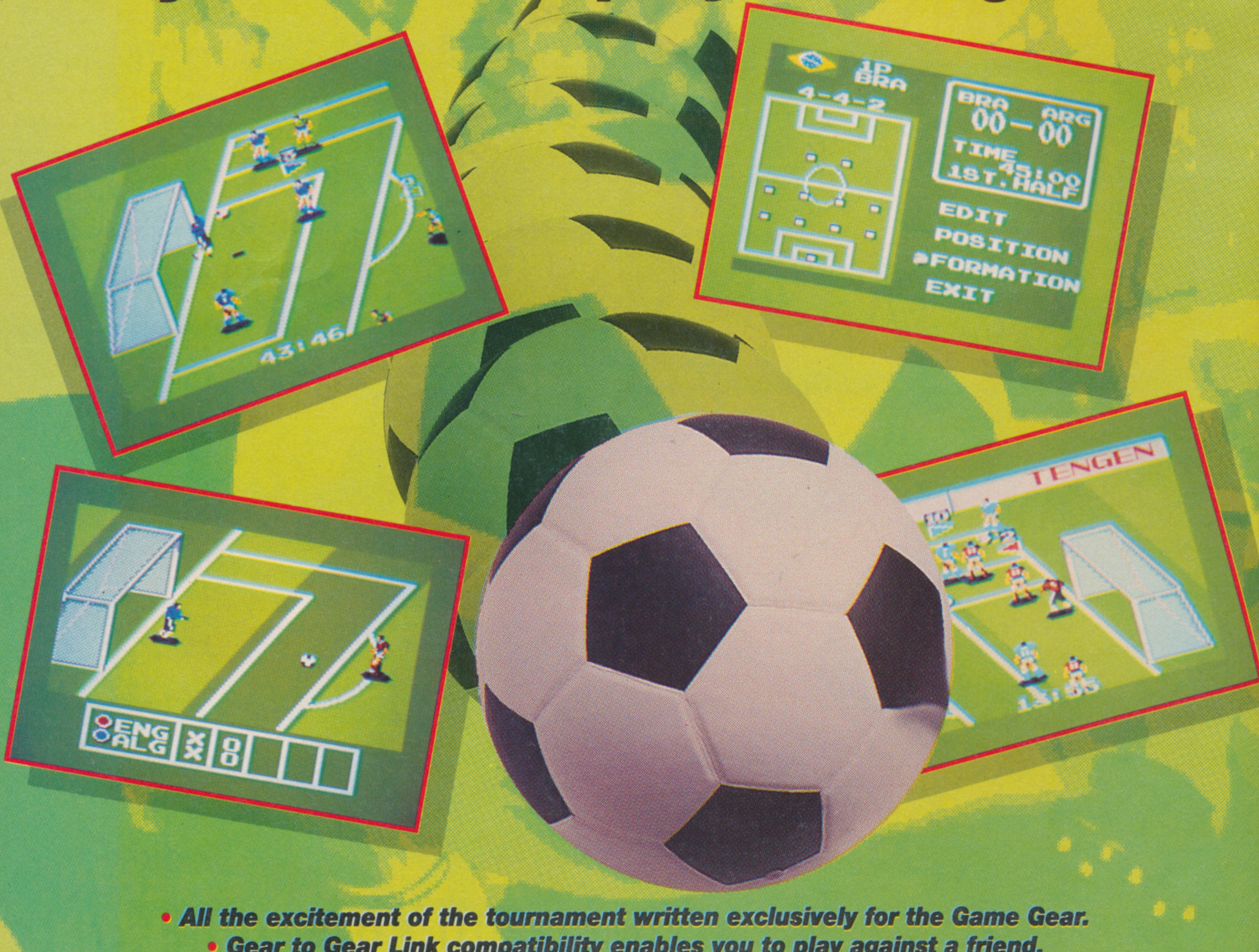
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HAND-HELD GO! VIDEO GAMES

Can you believe that another month has swept by and the August issue is upon you already? Course you can, and who can blame you? A day waiting for the next instalment of the greatest mag known to man is like a chat with Jeremy Beadle – it drags on forever!

Boy, have we got a bumper bonanza of an issue for you this month! The GO! Bots have been driving their diodes to destruction night and day to stuff your 32-page freebie to bursting point! So what has the world's fabbest hand-held mag got to offer this issue? Well, we kick off with the manic and completely loony Krusty's Fun House on Sega's baby, The colossal Empire Strikes Back storms onto the Boy and Jimmy Connors' Tennis makes a play for the Lynx, but undoubtedly the biggest breakthrough is the incredible cover game Streets Of Rage 2 on the Game Gear. We've even provided you with a stunning, exclusive insight into what goes into putting together your huge tome in the form of the world renowned GO! photostory!

So what are you waiting for? Don't listen to me wittering on – turn the page and let the fun commence! See ya next month!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 22 AUGUST

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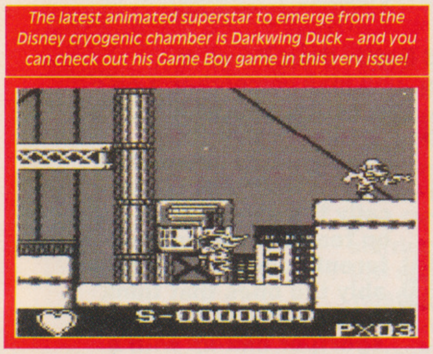
Yep, you can't keep a kerrazy clown down! Bart Simpson's TV hero is having a slight rodent problem on the Game Gear. Can you rid his home of the pests? Do you want to? Check out that Review!

8 DARKWING DUCK

Disney's aquatic superhero is taken by the wings and given the full treatment on the Boy, but how does the feathered fowl shape up?

The latest animated superstar to emerge from the Disney cryogenic chamber is Darkwing Duck – and you can check out his Game Boy game in this very issue!



10 STREETS OF RAGE 2

The Megadrive monster finally makes its Game Gear appearance and by all accounts it's a cracker! Get the full spec in the GO! Review!

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Find out what the GO! Bots thought about Asmik's unique platform puzzler and see if Power Paws really is the Lemmings beater we all pray for!

20 TUMBLE POP

A weird name for a weird game! Get to grips with yet another of this month's brain tweakers and fire up all cylinders on your Game Boy!

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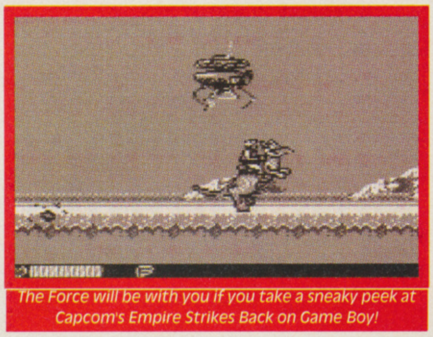
Out on SNES, Game Boy – and now the Lynx! The reviews have been 50/50 so far, so check out the definitive look at Atari's cart for the deciding vote!

24 RODLAND

The twins are back with the mini version of the arcade and computer hit. Can the platform capers of The Sales Curve's dynamic duo cut it on the Boy? Find out!

26 THE EMPIRE STRIKES BACK

It's been aaages coming, but UBI Soft's straight conversion of the NES version to the Game Boy looks like being a sure-fire hit. But don't take our word for it – check out the Review and see for yourself!



The Force will be with you if you take a sneaky peek at Capcom's Empire Strikes Back on Game Boy!

★★

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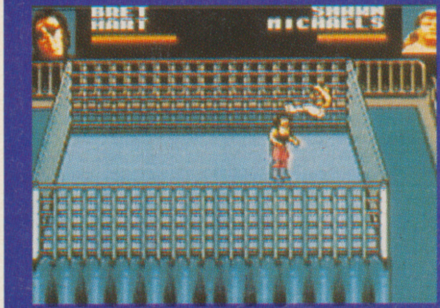
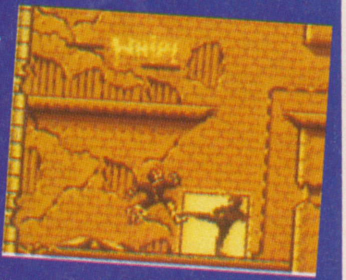
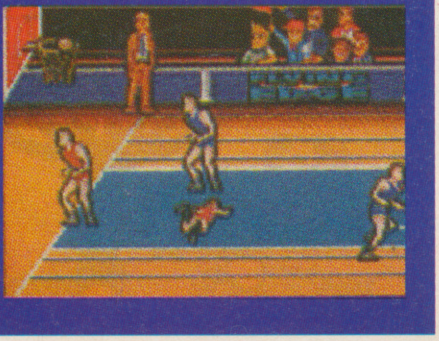
NEWS

THE NAMES FROM ACCLAIM!





Acclaim isn't the sort of company to rest on its laurels. Even though it's got Mortal Kombat well into production, that doesn't mean there's no more games to work on. Four biggies coming your way are Spider Slayers, WWF Steel Cage Challenge, Crash Dummies and Arch Rivals. Spider Slayers is the new cart starring your friendly neighbourhood Spiderman, battling against an army of bad guys – looks good. WWF Steel Cage and Crash Dummies are Game Gear converts of the popular Game Boy titles, while Arch Rivals is a Gear version of the basketball coin-op which became a quite tawdry Megadrive game not too long ago.



JURASSIC ON GEAR!

If you've bought this mag on the very day that it's released, you have only one day to wait until the biggest movie ever opens across the country. Yes, Jurassic Park has caused a storm of Hurricane Andrew proportions – and it's coming to the Game Gear!

In the game, you play dinosaur expert Alan Grant, who's got to rush around the unique wildlife park in an attempt to bring the dinosaur population under control. It all sounds rather interesting, and it'll be released in September – a whole two months before the Master System and Mega-CD versions! Oh yeah, and we'll have seen the film a whole three weeks before you plebs, so ha ha!

WHAT'S THAT PONG?

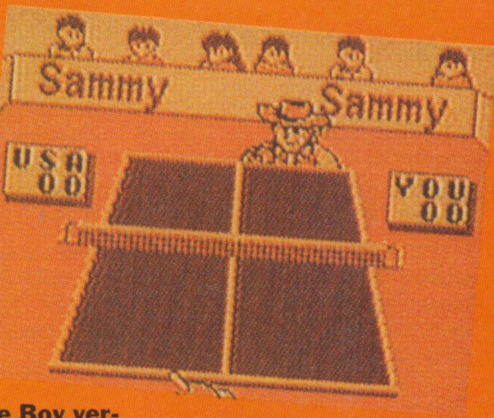
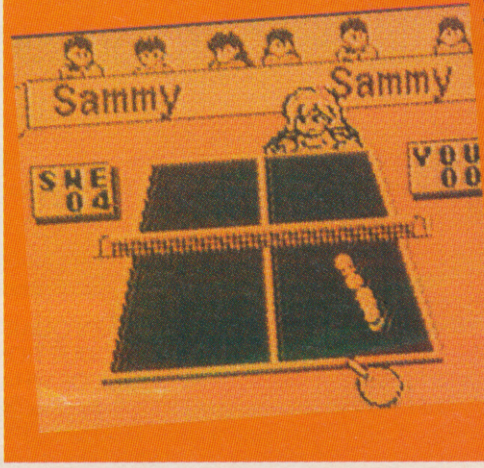
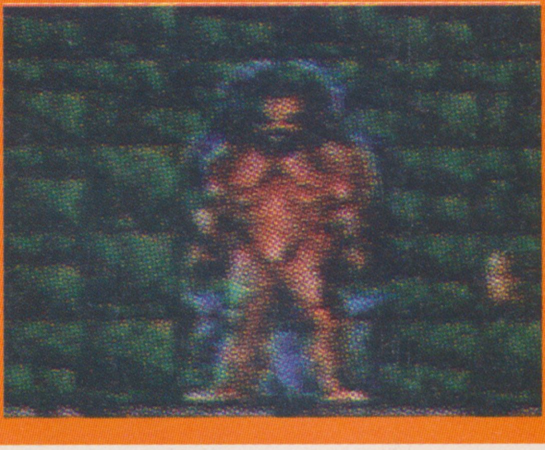


Table tennis – or Ping Pong as the foreigners call it – is quite a sport in some countries, but never really took off over here, except in PE at school when you didn't want to play football 'cos it was raining. American Sammy (or just plain Sammy, as they like to be known now) are about to release a Game Boy version of this fast-moving game called Battle Ping Pong. If you cast your mind back a few years, you may remember a coin-op conversion which Ocean whittled out on their Imagine label called Ping Pong – well, this is basically the same game. Take on teams from eight different countries (presumably the ones that think table tennis is a real sport) or link-up with a chum and battle it out across the wire! The original was a good laugh, and there's little reason why this one shouldn't be as good. Review soon.

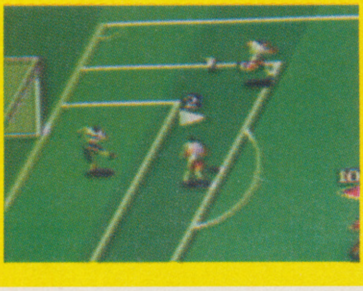


GET YOUR TEETH INTO DRACULA



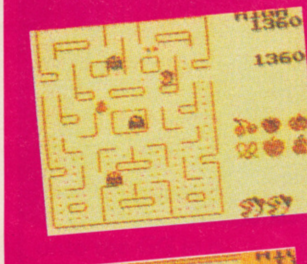
The Lynx has a version of Dracula – now it's the turn of the Game Gear! But not the cheap book license – Sega's got the rights to produce the film conversion!
Starring hunky Bill and Ted star Keanu Reeves, Bram Stoker's Dracula was a fair-to-middling movie, but looking at these early shots, it could well turn out to be a very impressive Game Gear title. Taking on the role of Jonathan Harker, you've got to rescue your lovely lady Mina from the pointy-toothed lad and his chums in a seven-level platform extravaganza, battling through Hillingham Estate, Carfax Abbey Crypt and Dracula's Castle, among others, in both day and night-time stages. Sounds a bit of a giggle, and you can check it out in GO! over the coming months.

THE ONLY WAY WE'LL GET TO THE WORLD CUP!



Gagging for a slice of soccer action to tide you over until the 1993/94 season begins in a few weeks time? You could do worse than check out these shots of Tengen World Cup Soccer. Based on the coin-op of the same name, TWCS has you up against up to 20 different world teams in a choice of either Exhibition games or the full World Cup. There are seven different offensive and defensive formations, as well as strengths and weaknesses for each team which bear a fair resemblance to their real-life counterparts – so presumably England will look good against the best teams in the world then completely balls-up when they come across USA and Norway. Footballing bitterness aside, Tecmo World Cup Soccer is coming to Gear soon – look out for the GO! Review!

PAC'S BACK! AND THIS TIME HE'S A GIRL!

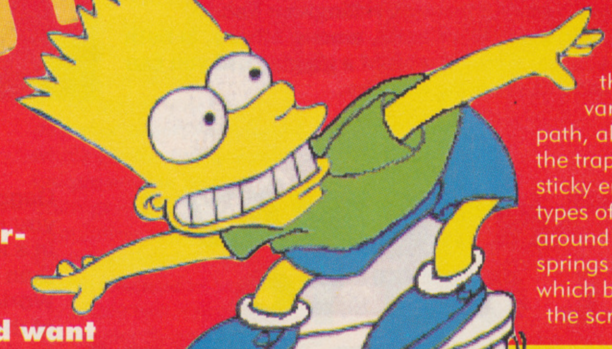


Let's face it; Pac-Man was a great laugh in its day. You couldn't move in early 80s cafes for the hordes of eager young things crowded around the machine, gagging for a go of the game starring the spherical, yellow star. Namco, in a fit of nostalgia, are soon to release the sequel to that classic, this time starring Pac's missus, the aptly named Ms Pac-Man!
The game's the same as before, except for the bow in Ms Pac-Man's hair and 'between-level intermissions to give your thumb a break.' Indeed. Ms Pac-Man should be out in a month or two at a price yet to be announced. Ground-breaking stuff, huh?

HAND-HELD KOMBAT!

Game Boy and Game Gear owners can look forward to conversions of the sure-to-be-a-smash Mortal Kombat! You know the story – bunch of battlers battle their way through each other, ripping out spines and doing other nasty things to each other in the process – so we won't dwell on that in case the newspapers are reading and shout 'Outrageous!'. We'll just print a screenshot of each version and let you drool until we bring you reviews of both!

KRUSTY'S FUN HOUSE



Whoa, momma! Krusty's Fun House has been overrun by rats – and they didn't even pay their entrance fee! Krusty it may be, but who'd want to visit Springfield's premier tourist attraction when they have to wade through tons of rodent droppings? Enter the Simpsons – they're on hand to kill the rats, but first Krusty has to lead them to the traps in this Game Gear adaptation of Acclaim's cracker which bears more than a passing resemblance to the Lemmings style of play.

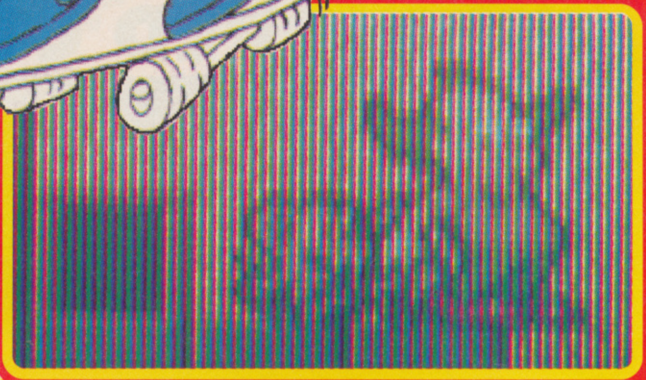
GAME GEAR BY FLYING EDGE £27.99

LIKE RATS IN A TRAP

Instead of just calling Rentokil to dispose of the rats by feeding them little blue poison pellets, Krusty has employed several members of the Simpson family to eradicate the rodents for him. Ingenious bunch that the Simpsons are (honest!), they've come up with some clever, albeit highly highly dangerous, rat killing gadgets. Bart's creation involves a boxing glove which flattens the unsuspecting rodents, while Homer inflates them until they explode. Very pleasant.

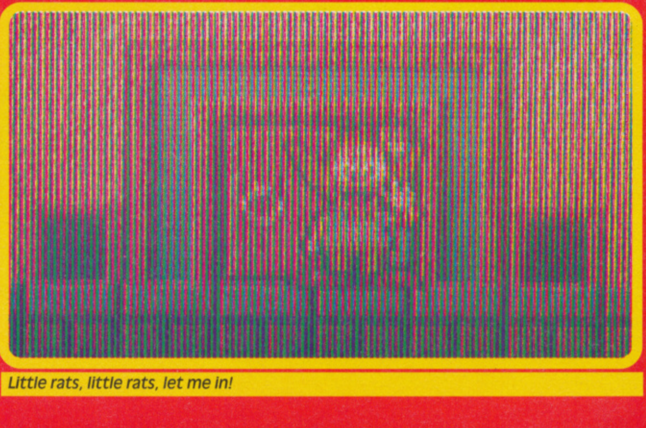
PIPE DOWN

Bart and company have only been able to set one trap in each room, usually in some completely out of the way place. Being of the terminally thick variety, these rats will wander blindly in one direction until they hit an object, at which point they'll double-back and meander off in the opposite direction. Krusty's job is to help them reach the traps by planting various objects in their path, allowing them to get to the trap and come to a very sticky end. There are several types of block to move around as well as fans, springs and transporter pipes which blast the rats around the screen. Hurrah!



Klownin' around in the Fun House!

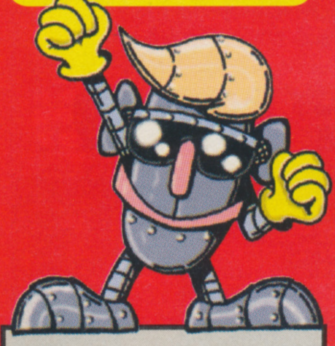
Bart's got that rat bang to rights!



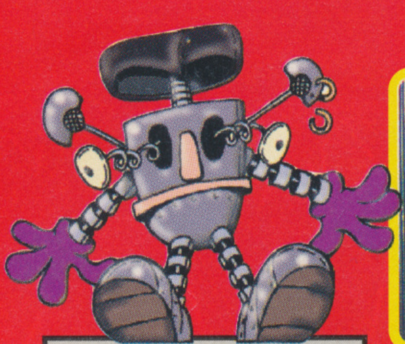
Little rats, little rats, let me in!

UP KRUSTY'S PASSAGE

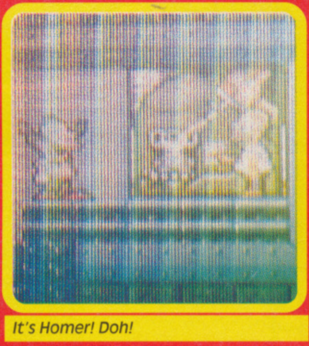
Waiting for the rats to wend their way to the trap is dead boring, so it's handy that Krusty's Fun House is full of passages. These are often secreted behind blocks which Krusty has to kick out of the way with his size 13s. Down the tunnels are plenty of bonus blocks, underneath which lurk extra lives, energy and weapons. There are also plenty of snakes, flying pigs and other nasties which have been hiding out there for the last few years and are rather possessive when it comes to green-haired clowns removing their possessions. Fortunately, Krusty has a supply of humorous killer custard pies, one hit from which kills all known nasties dead. Except for rats, that is.



> *What a marvellous conversion Krusty's Fun House is! After the rather tawdry Bart vs The Space Mutants, those kerrazzy Simpsons storm back onto the GG in a smashing puzzle game that owes much to Lemmings. All the sprites are great and backdrops bright and colourful. Music's crap, but the game is generally a treat for Simpsons fans and lovers of quality gaming alike.*
>
> **PAUL RAND**



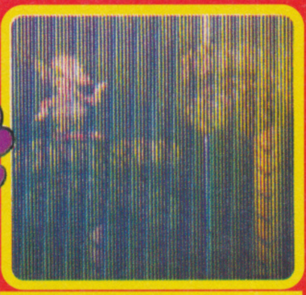
> *Krusty's Fun House on Game Gear is every bit as good as the Megadrive and SNES versions, right down to the large, colourful graphics. The music really grates after a time, but there aren't many sound effects so you're not missing much if you turn down the volume. There's something about Krusty's which makes it completely playable, and you'd be a bit of a clown to miss out. Whoa, momma!*
>
> **PAUL ANGLIN**



It's Homer! Doh!

WELCOME TO THE HOUSE OF FUN

Krusty's Fun House is absolutely massive, comprising of five massive sections each containing up to 14 rooms. Getting lost isn't a problem though, as you're only allowed into one part of the house at a time. Only by completing the levels there can you advance to the next section. There are also several bonus rooms which contain no rats, just loads of bonus blocks. These secret rooms can only be entered when you've made all the other rooms rat-free zones and found a special magic block.



It's dark here – krikey!

Flying rats of doom!

DICKY TICKER

Rats aren't the only inhabitants of the Fun House. Somehow, flying pigs, snakes, birds and the occasional alien have also found their way in. Unlike the rats, which are content to simply mill around until they're killed, these critters are out for Krusty's blood. After several heart by-pass operations, Krusty isn't in the best of condition. If he takes two hits in a row his ticker packs in and it's off to Krusty heaven for him. Luckily, there are plenty of Krusty Burgers lying around. If he eats one, the cholesterol contained within re-hardens his arteries and patches up any holes in his heart, allowing him to take an extra hit before he kicks the bucket..

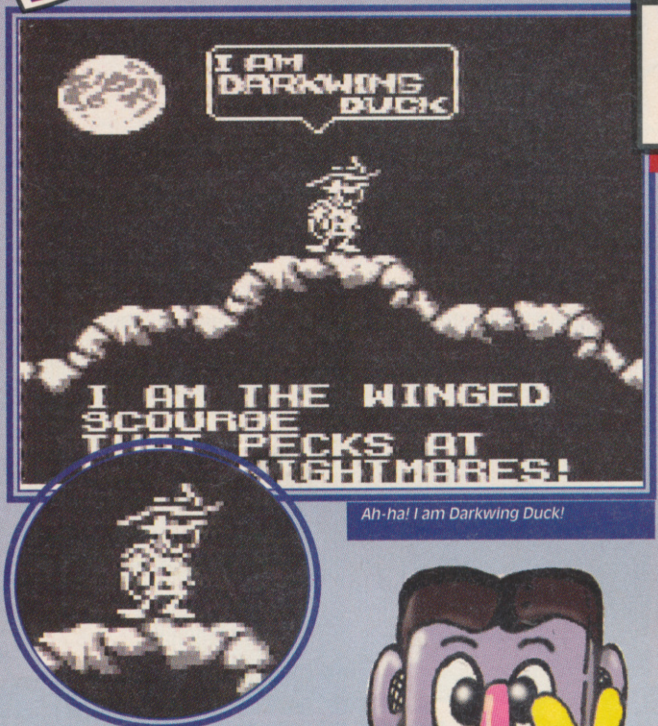
Don't have a cow, man!

Alien antics abound...

9 LOOK	6 SOUND
9 FEEL	8 VALUE

91
OVERALL

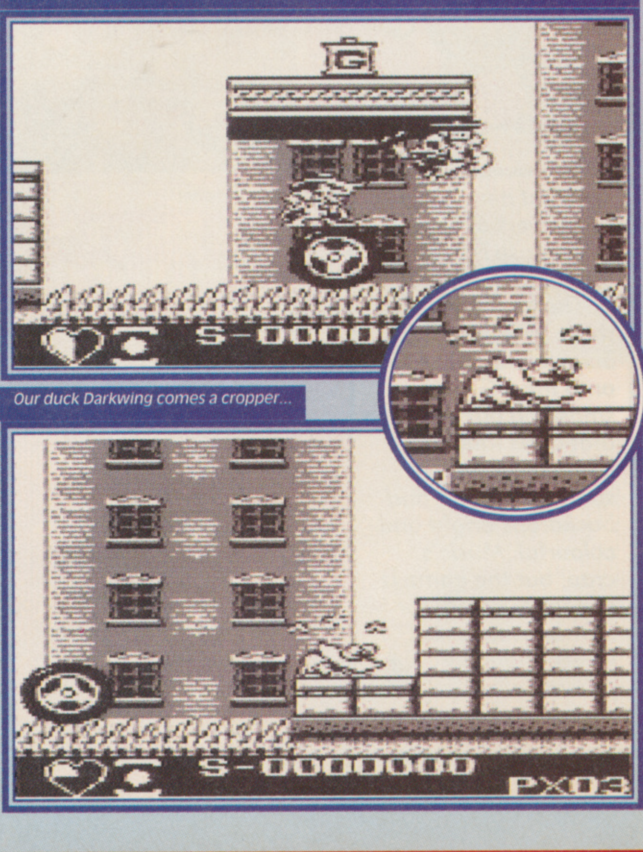
DARKWING DUCK



Ah-ha! I am Darkwing Duck!

A six foot duck in a cape isn't everybody's idea of a superhero, but in Duckburg that's the shape of the underworld's greatest enemy. Darkwing Duck, crimefighter and all-round good guy is the latest cartoon hero to hit our screens. With his side-kick Launch Pad, Darkwing stars in his first Game Boy game in which he's attempting to round up a band of bank robbers fronted by three of his most vicious adversaries; Wolfduck, The Liquidator and Quackerjack.

GAME BOY BY CAPCOM £29.99

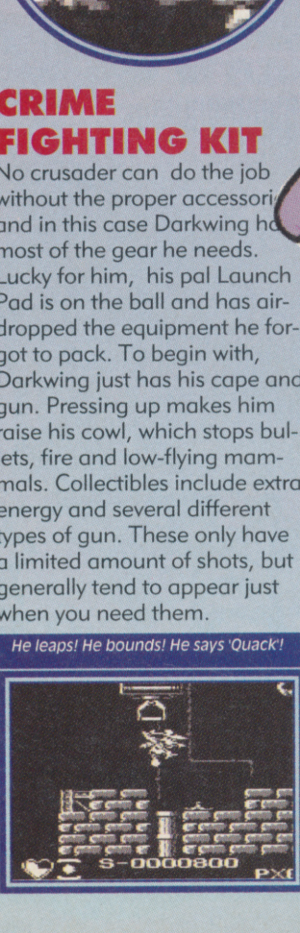


Say, that's a big wheel you've got there, DD!

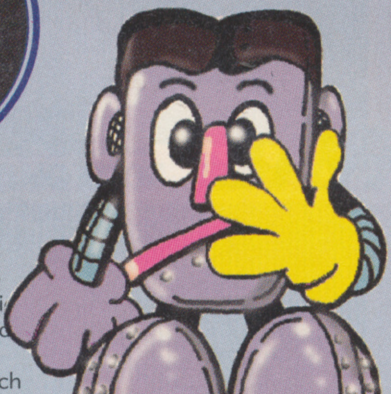
Our duck Darkwing comes a cropper...

CRIME FIGHTING KIT

No crusader can do the job without the proper accessori and in this case Darkwing h most of the gear he needs. Lucky for him, his pal Launch Pad is on the ball and has air-dropped the equipment he forgot to pack. To begin with, Darkwing just has his cape and gun. Pressing up makes him raise his cowl, which stops bullets, fire and low-flying mammals. Collectibles include extra energy and several different types of gun. These only have a limited amount of shots, but generally tend to appear just when you need them.



He leaps! He bounds! He says 'Quack'!



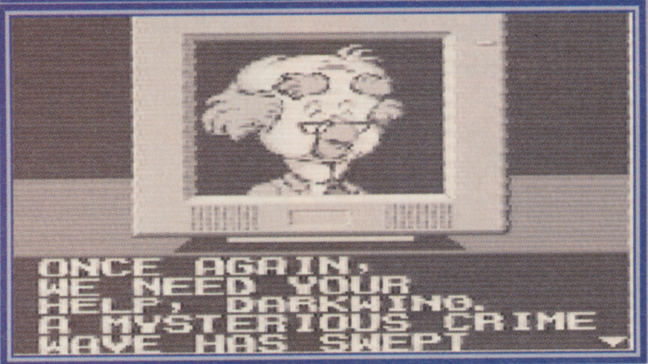
‘Unfunny and boring. That's just the cartoon. The game follows in a similar vein with tedious levels and totally drab humour. What really gets me down is the pixel-perfect timing needed for most of the jumps. Invariably most of these end with Darkwing plummeting to his death. Not so much a duck, more a turkey.’

GARY WHITTA

HE SWINGS! HE LEAPS! HE FALLS!

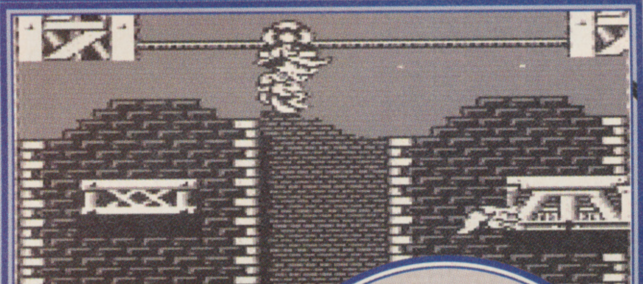
Darkwing Duck isn't as versatile as human superheroes such as Batman and Spiderman, but hey, he's a duck so what do you expect? He'll always make a valiant attempt at grabbing the nearest platform, usually without much success as pin-point accuracy is required to reach most places. One of his greatest enemies is the humble banana skin. These are strategically placed to catch him out as he lands, and should he set foot on one he'll end up flat on his face. This doesn't cost him any energy, but it means you have an irritating wait while he gets up and 'humorous' stars swirl round his head. It's funny the first time, but after the twelfth comedy slip it drags on like one of Anglin's jokes.

This little feller wears even sadder glasses than the CVG Ed!



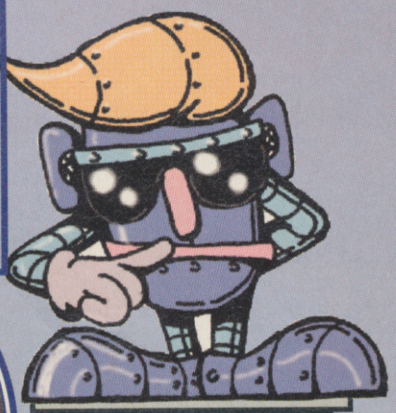
ONCE AGAIN,
WE NEED YOUR
HELP, DARKWING.
A MYSTERIOUS CRIME
WAVE HAS SWEPT

Hang on – ducks can't fly very well. Especially Darkwing – the cape gets in the way!

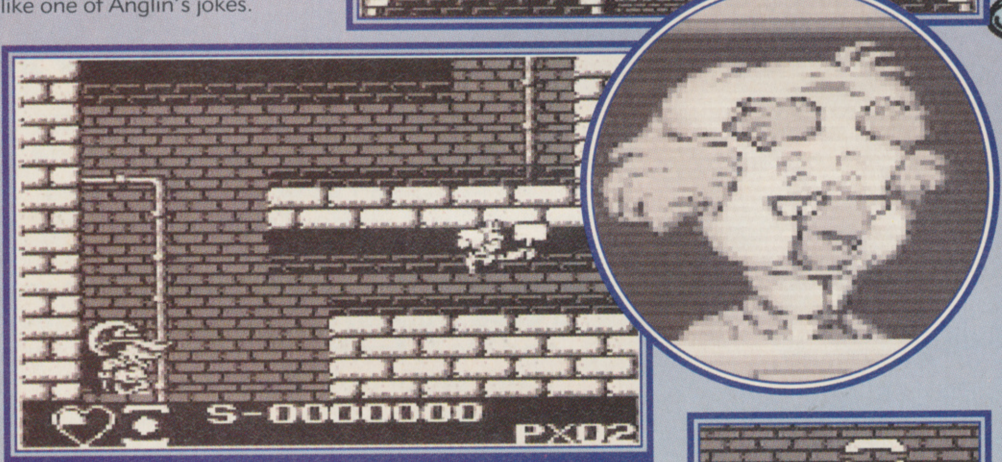


HAPLESS HERO

Stay alert for bonus icons! These can appear at any point in the game and collecting one takes you out of the action and into a hidden mission. Here you can take a break from the rigours of crime fighting while you run around like a headless chicken, or duck for that matter, trying to collect as much booty as you can before the time expires. Fowl up and you'll be sent back to the last restart point on the level you just left – and that's usually a looong way back!



> There are plenty of good platform games on the Boy now, and fancy graphics just don't cut it when the gameplay's the same as everything else that's gone before. Darkwing Duck has been done a thousand different times already, and if you've got a couple of platformers already, you won't be very chuffed if you buy this one.
>
> **PAUL RAND**



Hmm, there doesn't seem to be a lot happening here...

CITY SLICKER

Three of Darkwing's most fearsome adversaries are at work spreading their own particular brand of nastiness through the city. When the game starts you get to choose which area you want to tackle first out of the bridge, city centre and sewers. As they're all as hard as each other it makes no difference which one you go for first.

THE BRIDGE

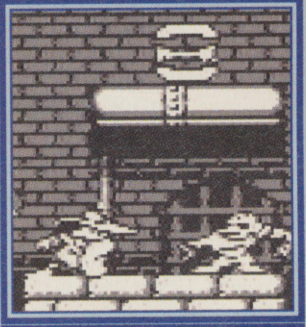
Lots of swinging from girders and leaping around is called for here. For some reason bats have taken residence in the spans of the bridge, and attack DW if he gets too close.

THE SEWERS

Apart from stinking to high heaven, the sewers are also very dangerous. What appears to be a parrot with a mallet knocks lumps of masonry out of the wall while other, far slimier creatures rise from the water.

THE CITY

Evil is afoot in the city centre. The town planners have gone haywire and replaced much of the pavement with deadly spikes, while Wolfduck's hench-creatures drop bombs from helicopters.



He's not a pretty sight!

LOOK	SOUND	FEEL	VALUE	OVERALL
6	6	5	4	56

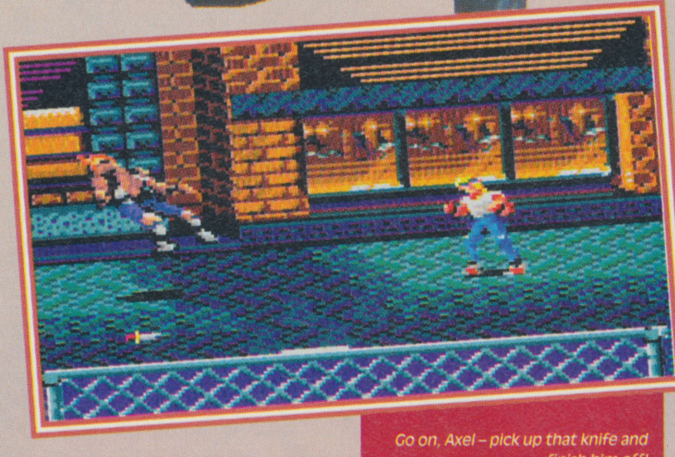
STREETS OF RAGE II

THE BOYS ARE BACK IN TOWN

You'll recognise many of the enemies in Streets Of Rage 2 – after all, most of them are remnants of Mr X's last gang. Folk such as the red-haired punks, skinheads of Naf-Naf jacket wearing yobbos. There are a few new ones mind you, the most annoying being the ninja warriors who disappear and then reappear, usually behind you, and smack you about quite badly, and the chain-wielding biker boys who run you over if you're caught in their path. There's a big boss baddy at the end of each level too, as well as some intermediate guardians at certain points of each stage. Wear down their energy bars and you can continue. Allow your power to be depleted and you'll lose a life.

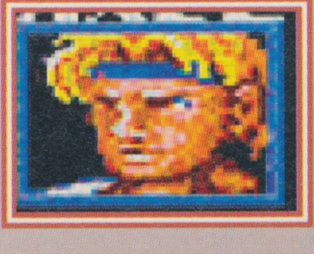
GAME GEAR BY SEGA £32.99

A year after the streets originally raged, you'd think things would finally get back to normal. And they did, for a while. Crime was eradicated and everyone lived a peaceful, pastoral existence. But you can't keep a good crime syndicate down for long, and Mr X, fuming over his defeat by Axel, Blaze and Adam, has rebuilt his gang and kidnapped Adam in an attempt to lure the other two to his secret lair. And not only do the idiots fall for it, they also take along Adam's little brother Skates for the ride! Doh.



Go on, Axel – pick up that knife and finish him off!

Ouch! The back-breaker!

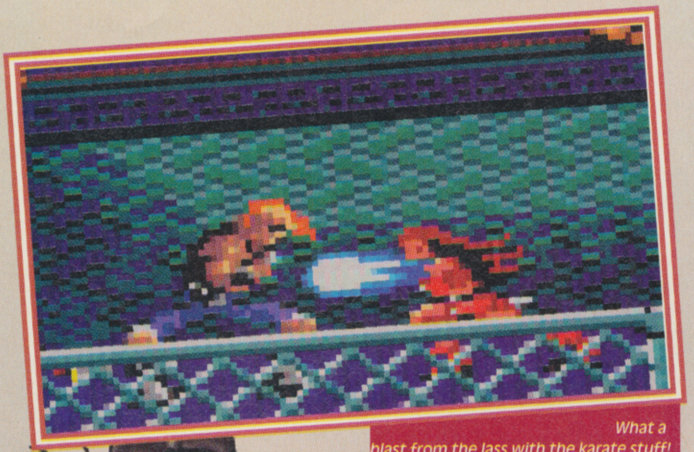


LET'S FIGHT!

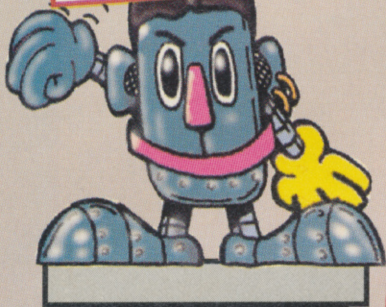
Axel, Blaze and Skates are hard lads (and lass) right enough, but they got a bit bored with just the ordinary kicks and punches they were used to in the first Streets Of Rage outing. Well, Skates wasn't, because he wasn't in it. But you know what we mean. Anyway, they've learnt a whole host of new moves and now each character can perform at least FIFTEEN moves a-piece! There's the usual jumping kicks and jabs, but this time around the trio can also perform cracking Streetfighter-like special attacks such as Axel's Dragon Smash, Blaze's Spiritual Attack and Skates' Dynamite Head Butt! Crikey.

THREE OF A KIND

As in the original beat 'em up, Streets Of Rage 2 features three characters to choose from – only they're not all the same as before. Axel and Blaze make a reappearance, but Adam's been taken prisoner by Mr X and his cronies so his place is filled by his younger brother. Skates is so-called because he's a roller-skatin' kinda dude who whizzes around on his wheels, doing all sorts of painful stuff to his enemies – and you can bet your life he won't be over-friendly toward his brother's kidnappers!

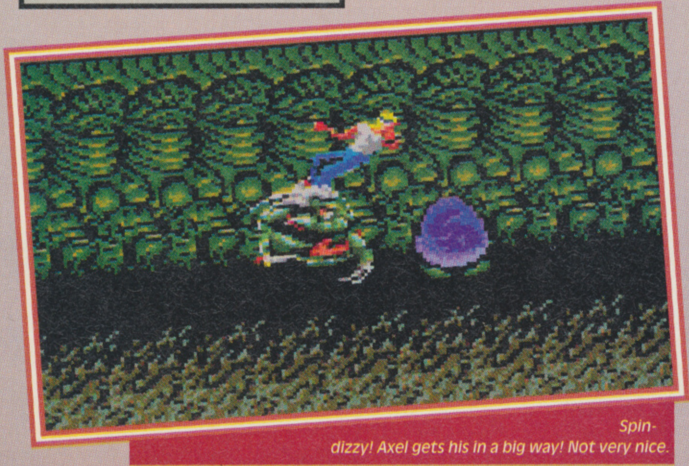


What a blast from the lass with the karate stuff!



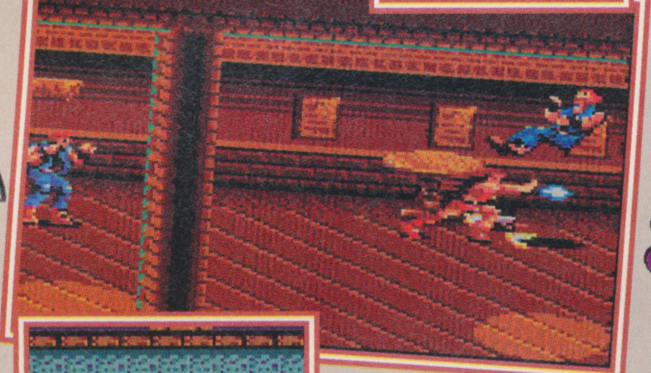
❛ As a top beat 'em up fan, I've always had a lot of time for Streets of Rage, but was a little sceptical about this Gear interpretation of the Megadrive sequel. Fortunately my fears were unfounded, and SOR2-GG is as good a fighting game as you'll ever see on a hand-held format. Loads of action, tons of attacking moves and, as long as you keep away from Easy mode, loads of time will be spent battling through to the end! ❜

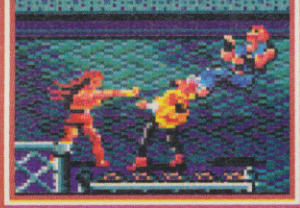
GARY WHITTA



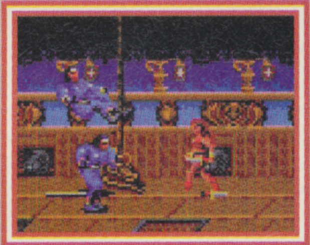
Spin-dizzy! Axel gets his in a big way! Not very nice.

Ooyah! That hurt...





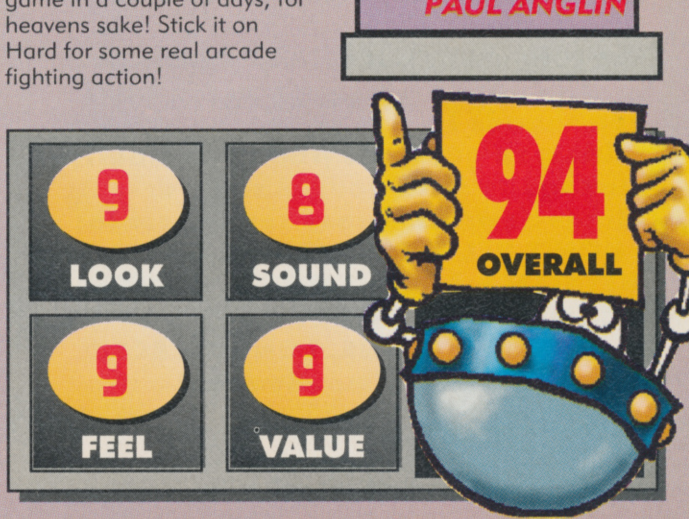
Streetfightin' gal!



Ahoy there, shipmates!

ARMED AND DANGEROUS

Streets Of Rage 2 consists of six levels full of crashin', bashin', baddy smashin', with each level being made up of a number of stages. Choose from one of three difficulty levels – Easy, Normal and Hard, funnily enough – then race through to Mr Big, who's got a gun and isn't afraid to use it. We'll give you a bit of a warning; don't play on Easy mode, because it's just TOO easy – Rand finished the game in a couple of days, for heavens sake! Stick it on Hard for some real arcade fighting action!



9 LOOK

8 SOUND

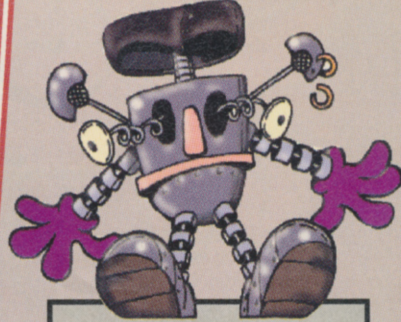
9 FEEL

9 VALUE

94 OVERALL

OI! YOU'RE BARRED!

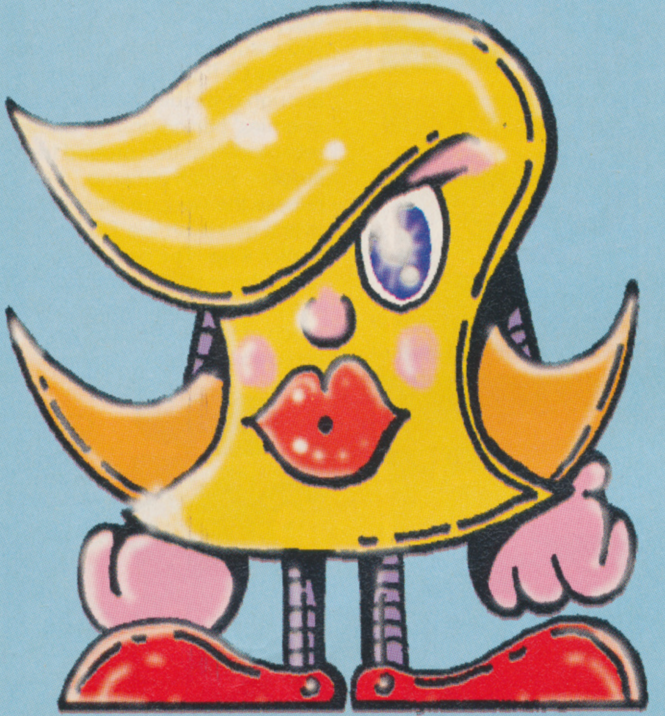
Where would a horizontally scrolling beat 'em up be without a goodly supply of weapons with which to batter you assailants into submission? Streets Of Rage has more than enough available, both on your enemies' person and in various receptacles dotted around the stages – punch either to release the weapon then stand over it and push the 1 button to pick it up. The best one to use is the trusty iron bar, as it lets you stand well back, out of reach of your opponent, while you club him to the floor



❛ It's not been two minutes since the original Streets Of Rage was launched and the sequel's already here! SOR2 is 'streets' ahead of its predecessor, featuring better graphics, mountains more moves and tougher gameplay – IF you totally disregard the far too simple Easy option. Good beat 'em ups are few and far between on the GG – this one's easily the best around! ❜

PAUL ANGLIN

MAILBAG



Welcome, everybody, to another fun-packed edition of GO! Mailbag, the ONLY mailbag in the world that caters for the whole hand-held market exclusively. This month there have been a few decent scrawls from you lot but the pace seems to have dropped a little from that of last issue, not to mention the amount of pictures. I mean, okay, we all know that is the traditional quiet spot in the release of hand-held games but that should mean that you lot have your hands free to do lots of other things, so get to it. When you finally manage to stick your inane warblings down on paper send them to: I DON'T BELIEEEEVE IT! THE GREAT METALLICA ARE NO MORE – GUMPH! GO! MAILBAG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Until next time, Byeeee!

NOTHING ELSE MATTERS

Dear ***GO!,***

I have just finished reading your review on PC Kid 3 and I'm wondering how on earth you select the player vs. player mode? I brought the Japanese version of PC Kid 3 and finished it several times. A few weeks later in a PC Engine Gekkan mag it showed a picture of the two kids racing up a waterfall with time limits for each kid. Not knowing about the vs. mode I quickly switched on my GT and went straight to the options screen. After trying each option I realised that the vs. mode doesn't actually exist (well not on my version anyway and the screenshot was from a CD cover gift of another Jap mag). Is the vs. mode present only in the US version or have I got a duff copy? Also on the options screen there is a gap inbetween the second and third option and I'm wondering whether there is a cheat to select the missing option. And finally in two player mode, if one of the kids presses select to teleport to where his pal is, both players will lose energy. Will you be reviewing Streetfighter II CE on the Core Grafx (as the GT has only three buttons plus one to toggle between punch and kick whereas you can get a six button joypad for the Core) . SFII CE was released in Japan on June 12th and I'm hoping that you could persuade YOB to send me £100 (or the game would do).

W. Wong, Stockport, Cheshire.

Okay, let's go from the top here, shall we? To get the vs. mode you have to have two players, therefore two GTs and a ComLink cable; it is impossible to have the vs. mode with one player, just like it is on Streetfighter II. As for your hidden options bit, I think you're just as mad as an Armadillo on a Unicycle. Yes, both players will lose energy when you teleport simply because it means one of you is crap and has to use what is really a cheat to get to where the other player is. We will be reviewing Streetfighter II on Engine although in what capacity we don't know yet, and with a bit of luck we should have it in the next issue. YOB said he'd rather saw off his arms with a blunt plastic chip fork and jump into a Vat of TCP before he gave you a free copy of anything. And frankly, if you think you can play dual player on one machine, so would I.

A YEAR AND A HALF IN THE LIFE OF...

Dear ***GO!,***

I am writing to you to ask you a couple of questions:

1) When will the Game Gear-Lynx convertor be released?
2) How much will it cost?
3) Will you make GO! a bit bigger?
4) Does the convertor let you play Lynx games on the Game Gear or Game Gear games on the Lynx?

Edd Smith.

1) I really have had enough of this question.
2) Arrrrggh!
3) Why?
4) Yes, that's what a Lynx-Game Gear convertor does – doh!
Where's your address as well Edd? What is this – the boy from Nowhere issue? Any minute now I'm expecting Lord Lucan to pop his head round the door.

MASTER OF PUPPETS

Dear **GO!,**

Your magazine is the best hand-held mag ever. Please could you answer these questions?

1) Will Streetfighter II come out for the Game Gear and when?
2) Will WWF come out on the Game Gear and when?
3) Is Mick and Mack worth getting for the Game Gear?
4) Is Splatterhouse 1,2 or 3 coming out for the Game Gear?
5) Is Desert Strike worth buying for the Game Gear?

Colin Farrell, Longbridge, Birmingham.

1) Doubt it.
2) Yes, very soon indeed.
3) Most definitely.
4) No.
5) Oh yes.

WHEREVER I MAY ROAM

Dear **GO!,**

In June's edition of your brilliant magazine you answered a question saying that the Lynx isn't 16-bit! Is this really true as I was under the impression that the Lynx was 16-bit. I bought a Lynx as I thought it was 16-bit and was (in my opinion) the best hand-held out. Also could you answer my questions please?

1) Will a Gear to Lynx convertor be coming out, if so when?
2) If a Gear to Lynx convertor is coming out will I be able to connect a Master System convertor up to allow me to play Master System games on my Lynx?
3) Would you recommend me buying Pit Fighter on the Lynx?
4) Why aren't there many Lynx games reviewed in this excellent mag?

Elliot Vernon, Braunstone, Leicester.

This is sooo simple, even you can get it, if you try. Now listen, the Lynx is technically not a 16-bit machine BUT it does have 16-bit capabilities thanks to the fact that the existing hardware has been upgraded to that of 16-bit quality, get it? Besides, I don't see what difference it makes if the machine's 16-bit or not, if the graphics look 16-bit, who cares if they actually are or not?
1) I hate people who ask me this; we have heard nothing on this adaptor and I'm afraid it's not looking good.
2) Nope.
3) Oh yes.
4) Because there aren't many Lynx games released, as I'm sure you've noticed.

MY FRIEND OF MISERY

Dear **GO!,**

I think your mag is great. I own a Lynx and am thinking of selling it for a PC Engine GT. Which do you think is the best out of the Lynx or the GT? Anyway could you answer some questions about the GT for me?

1) Which is the best – the PC Engine GT or the Turbo Express?
2) Is Ninja Gaiden any good on the GT?
3) What's Bloody Wolf like on the GT?
4) Which is best on the GT – Ninja Gaiden or Ninja Spirit?

Yours brilliant magily,

Luke Hutchman, Cheltenham, Gloucester.

PS Is Turbo 16 Grafx a hand-held?

Well, technically they're pretty much the same, but look at the software backing for each machine and make your own mind up.
1) One is Japanese and one is American, it's as simple as that.
2) It's okay.
3) It's a sideways scrolling combat game. It's pretty old now but worth getting if you see a copy.
4) Ninja Spirit by far.
No it's a home console, and it's the Turbo Grafx 16.

RIDE THE LIGHTNING

Dear **GO!,**

As I proudly placed the most recent issue of GO! in my complete collection, I decided to re-read the mailbag sections of each issue. Not because I'm a sad loser who can only dream of owning a hand-held but because my mum likes to play Tetris on my Game Boy, and at this moment she is! I noticed that in issue 10 a girl called Kathryn Fairbrother wrote in, and in response in issue 12, the "Bad Boys" wrote back. Sorry – should I say the Sad Boys (they obviously can't spell).

Firstly I would like to point out that the sad boys couldn't even spell their names if they tried, let alone have the guts to write them. Secondly I would like to draw their attention to the fact that Kathryn never said she had a Game Boy she just thought it was the best. She also says and I quote "A Game Gear is what I will hopefully get one day" Now can you tell me and I quote " We believe that she is just bearing a grudge because she has two pieces of total and utter junk. If she wants we'll gladly cart them off to the knacker's yard for her". How can they take away something she hasn't got – doh! How stupid can you get?

Lastly I would like to say if that is the standard of Atari Lynx owners Kathryn was obviously right stating that they were crap and as I have just proved, so are the Sad Boys who not only need spelling lessons but reading lessons as well.

Elizabeth Patchett, Waterloo, Hampshire.

I decline the open invitation to this heated argument on the grounds of...errrm...I wouldn't want to steal Elizabeth's thunder after such a well argued and though out letter, yes that's it.

FADE TO BLACK

Dear **GO!,**

I'm writing to you to have a little whinge, not at the fine mag which you provide us with,but more at the state of games these days. I'm not going to start whinging about when I were a lad and all that load of old cack, but I remember when there was a hot release on hand-helds every month, and the last one I can now think of is...erm...well it's very hard to think of any really. Are all the major companies concentrating on the home machines now and abandoning the portable world? If you could give some kind of idea as to what's going on I would be most grateful.

One thing that I must just mention, I have been considering buying a GT for a while now but I have been waiting for something to make my mind up for me, and now it looks like the arrival of Streetfighter II Champion Edition has done it for me. That leads sneakily onto a few questions I wish to put to you:

1) Do you know the release date for Streetfighter II on the GT?
2) How much will it cost?
3) Will there be a special adaptor released as the machine only has two buttons?
4) Will the machine EVER be released here?

William Kline, Wood Green, London.

I refuse to comment on your whinges but I'll take a look at your questions for you. Oh what a surprise, there's one about Streetfighter II on the GT:
1) It came out about three weeks ago in Japan.
2) When it was first released it was selling for the equivalent of $90, but I'm sure it will come down in price.
3) I've already answered this one.
4) With the obvious popularity of SF2 and the incredible reports that I've heard about the game (apparently the Engine 20 meg card wipes the floor with the Megadrive version in every department) I think NEC may seriously consider a UK release; all we can really do is hope.

MAILBAG

KILL 'EM ALL

Dear **GO!,**

I am a little peeved, nay, downright bloody annoyed in fact. I bought a Lynx about two years ago (it was around the time that the Game Boy was its only competitor) thinking it was the business, and indeed it was pretty smart. There were some dead smart games on it, the sound and graphics were awesome, there were loads of plans for it, the only slight bummer was the low battery life, but I figured on buying a rechargeable set. Now I wish I'd never bothered! The Lynx may be a great machine technically but where oh where is the software? Where are all the accessories? Where is the Lynx-Game Gear convertor? Where is the third party programming? Where is the advertising? What has happened to the Lynx? Can someone please tell me as Atari seem to have all the know how of a wet mackerel on a rambling expedition in the Outer Hebrides? What is going on?

James Reading, Pulborough, Sussex.

Atari have said that they are just starting to gather steam as far as the Lynx is concerned. The Lynx-Game Gear convertor is caught up in a lot of red tape (no-one's fault incidentally, these things just happen) but with any luck we'll hear something on that front soon. As for Lynx accessories I don't ever remember there being a massive amount of them planned. I think you're jumping the gun a little; just wait and see what Atari get up to this year and then start to sharpen your pencil if you think it necessary.

ENTER SANDMAN

Dear **GO!,**

It's true! Streetfighter II is not coming out on the Game Gear. But who cares? Mortal Kombat is! The Streetfighter beater is going to silence all those pratts arguing over which is the best hand-held. I mean, if a Game Gear can display the kind of graphics that Mortal Kombat requires, then it is obviously the greatest hand-held ever, got it? Now that's over with I have a few questions I would like you to answer:

1) What size cart will Mortal Kombat be?
2) When is it going to be officially released?
3) How are Acclaim going to get all the moves onto just two buttons?
4) Do you think that all the death moves will survive, as there are rumours that they are going to be taken out of the Super Nintendo version?
5) Any chance of a free copy?

Daniel McEvay, Ayr, Scotland.

I think your statement of it being the greatest hand-held ever will be challenged by quite a few GT owning Streetfighter II fans (oh no, imagine all the letters we'll get over that one GO!bots) it'll be interesting to see.

1) Acclaim will not divulge such info just yet.
2) September 13th, otherwise known as Mortal Monday.
3) That's the million dollar question isn't it?
4) They won't be in the game at first but what Acclaim are planning to do is this: When you buy Mortal Kombat there will be a coupon in there and you send this off and in return you will get a code which if you enter will allow you to get all the death moves. Although it's very possible we'll be getting them as well so we'll possibly print them.
5) No.

...AND JUSTICE FOR ALL

Dear **GO!,**

In issue 18, April, you reviewed Mini Mario Kart, But in another magazine they said it isn't true, are you telling us a load of bull? Which one is correct, will Mario Kart be released on the Game Boy or not? Here are some questions:

1) When will Double Dribble 5 on 5 be released officially in the UK for the Game Boy?
2) Will Bulls Vs. Lakers or Lakers Vs. Celtics be released on the Game Boy?
3) How do you beat the end-of-game bad guy in the wrestling ring on Kirby's Dreamland?
4) Is Jordan Vs. Bird any good?
5) Do you have any news on Bartman meets Radioactive Man, due to be released in the Summer?
6) Will the colour Game Boy ever be released?

Keep up the good work!

Paul Oldham.

Ha! Got you. You've fallen for our wondrous little April fool japery there. It's a bit sad that it's taken you this long to reply though. You must be well thick. Here's the answers to your rather sad questions anyway:

1) Does anyone really care?
2) See 1.
3) Shan't tell. Try writing to Question Corner.
4) It's okay – I believe it got about 78%.
5) Yeah, it'll be released in the Summer and it should be dead good.
6) Who knows. Just out of interest Paul, what happened to your address?

SEEK AND DESTROY

Dear **GO!,**

I have a rather important question. If Streetfighter II is coming out on the Engine, how exactly would you be able to play it on the GT? It's only got two buttons! I saw that Capcom have designed a six button joypad for use on the PC Engine, but you won't be able to use that on the GT. So I suppose that will mean configuring the game onto two buttons which just won't be very good at all, will it?

Craig Dutton, Weston Super Mare.

There have been so many phonecalls about this. To be honest I really don't know. I read a review of it in a Japanese mag but the GT wasn't mentioned anywhere. I suppose we'll just have to wait and see what happens, I don't know if it'll be configured onto two buttons simply cause the game was designed to be played on the six button pad that has been specially released. You'll all just have to be patient.

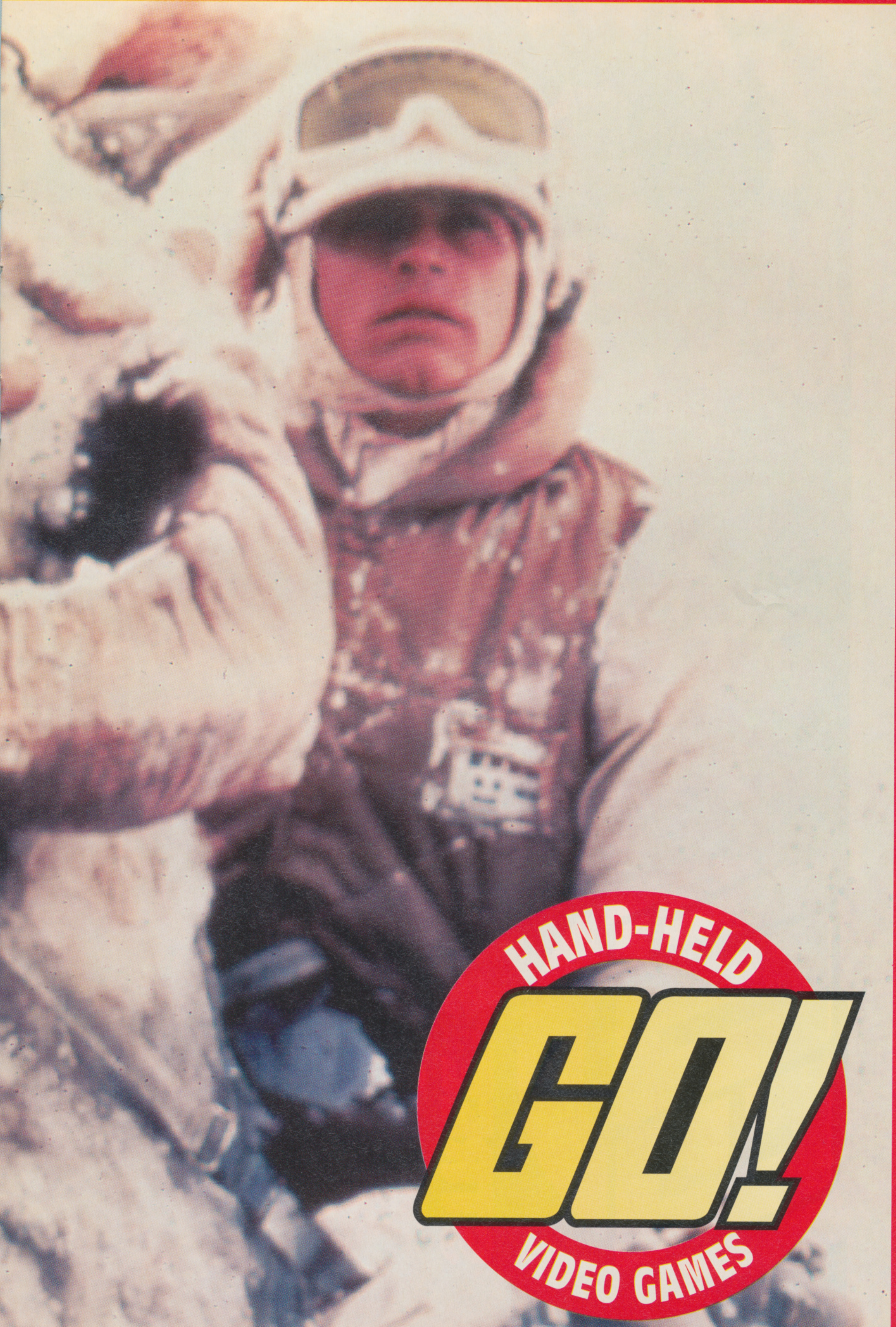
HOLIER THAN THOU

Dear **GO!,**

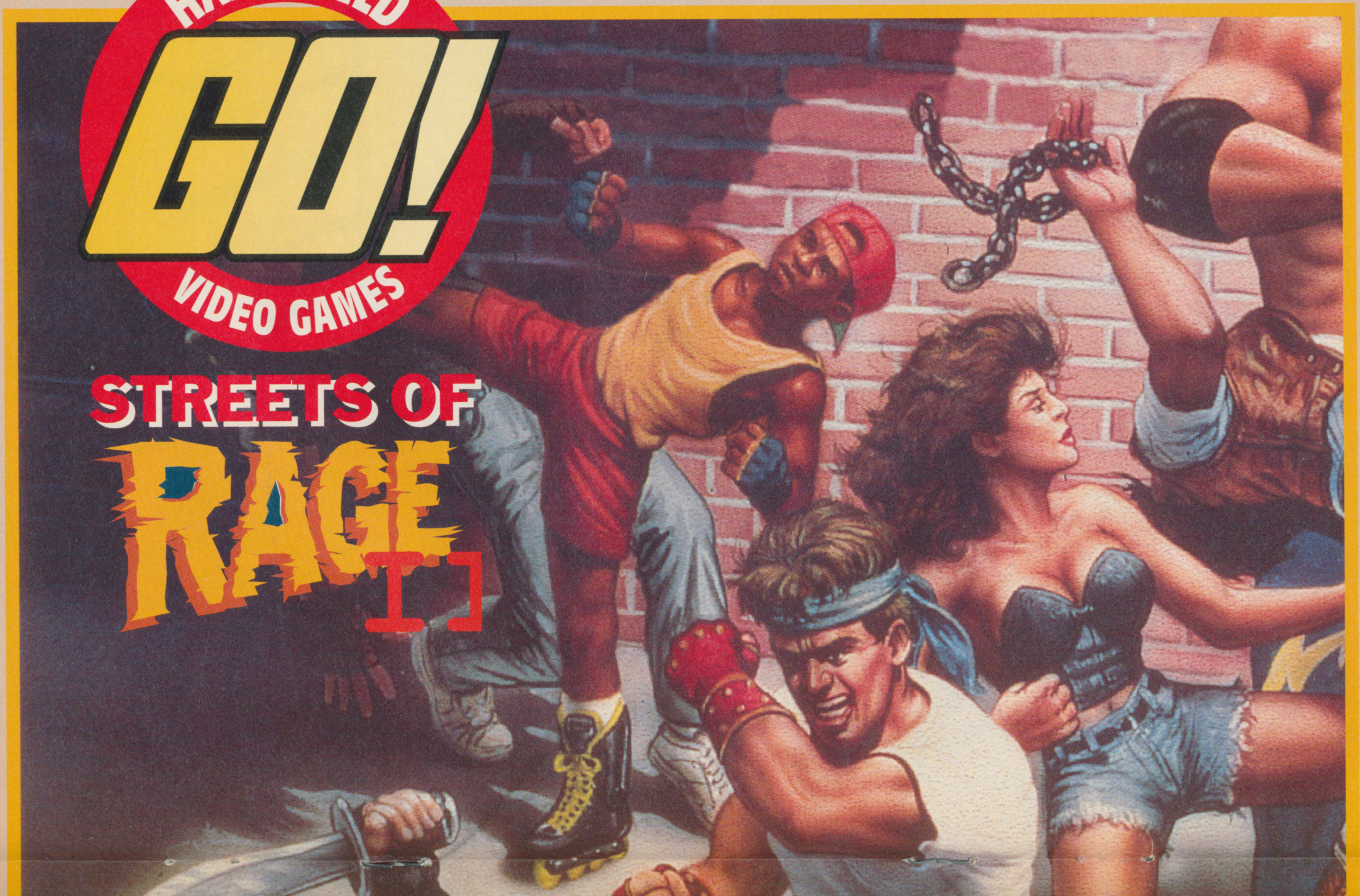
I don't believe how thick some people are. I'm referring to some of the questions letters you get sent; I mean, I wouldn't go so far as to agree with Perry Bleuth's rantings – I don't really mind the questions letters – but when you get people asking questions that the GO!bots could answer (what are you saying exactly? - GO!bots). I mean come on, of course Sonic the bloody Hedgehog isn't going to appear on the Lynx. Of course there's no chance of Streetfighter II on the Game Boy, and that sad man last month who asked if you could play Megadrive games on a Game Gear – doh! Talk about giving gamesplayers a bad name, they really do fit your diary of a sad man description, which incidentally, I thought was very funny indeed. Let's hope they get it sorted, eh?

Scott Cache, Chelmsford, Essex.

Yeah, it is a little disconcerting when you get people this thick, isn't it? Still, it gives all a good laugh, eh?



HAND-HELD
GO!
VIDEO GAMES


HAND-HELD
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STREETS OF
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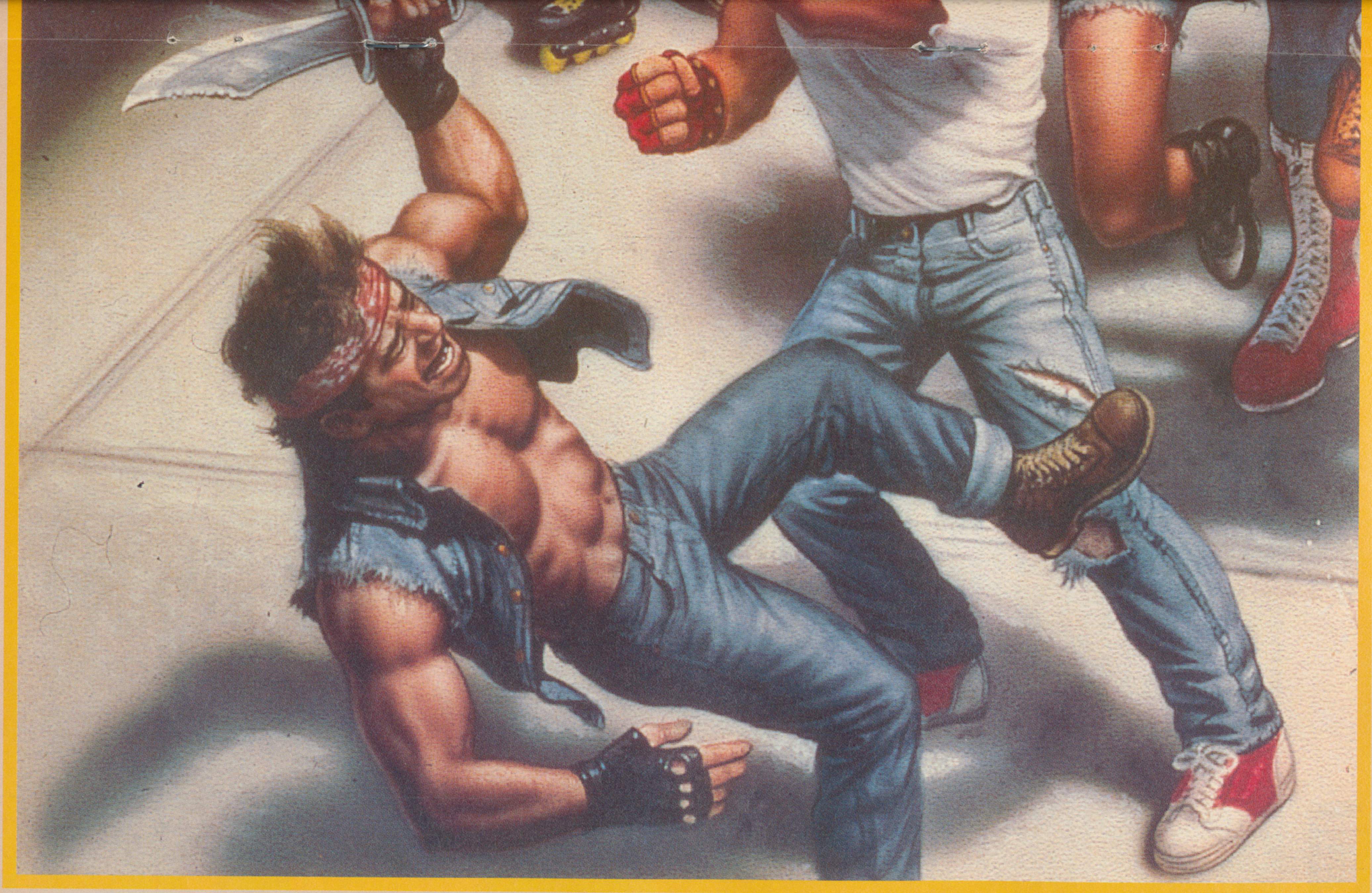
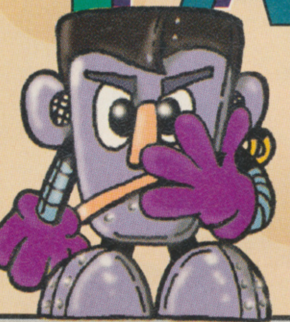


THE EMPIRE STRIKES BACK

POWER PAWS

Sammy and Sonny lived a happy peaceful life in Mogtown. They had all the fresh cream they could ask for, dogs were nowhere to be seen and no-one lobbed old shoes at them for screeching at 3.00am. The moggies were all set for a night on the tiles, having arranged to meet at the usual place. Everyone else was there; the only ones still to arrive were Sammy and Sonny. After much waiting the bunch decided that something dodgy was afoot and before they could say "Catnap" all was revealed to them. Tom, the evil wannabe ruler of Mogtown had imprisoned our hapless heroes in a labyrinth of mazes. But, being the kind-hearted soul that he is deep down, he agreed to let them go – if they could find their own way out! If not, then Tom would rule Mogtown and wild nights on the double cream would be a thing of the past for our friendly felines. The fate of Mogtown lies in your hand-held!

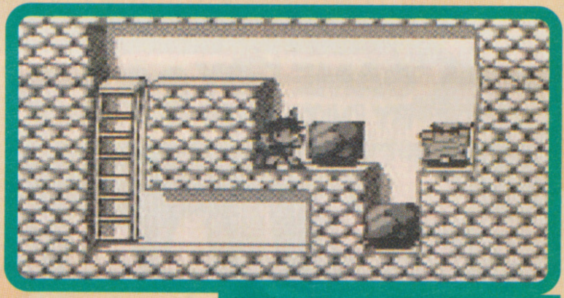


> *Whilst I don't mind a good puzzle game, Power Paws certainly isn't one. The game starts off fairly promising – a basic puzzler with nice, easy-to-get-to-grips-with problems. "Hmm, this should be smart once it gets going", you think. The problem is that by level 30 you're still waiting! Power Paws is just too easy and dull to bother with. There are loads of better puzzlers on the Boy.*
>
> ***PAUL ANGLIN***

GAME BOY BY ASMIK £24.99

PUSSY FOOTING IT AROUND

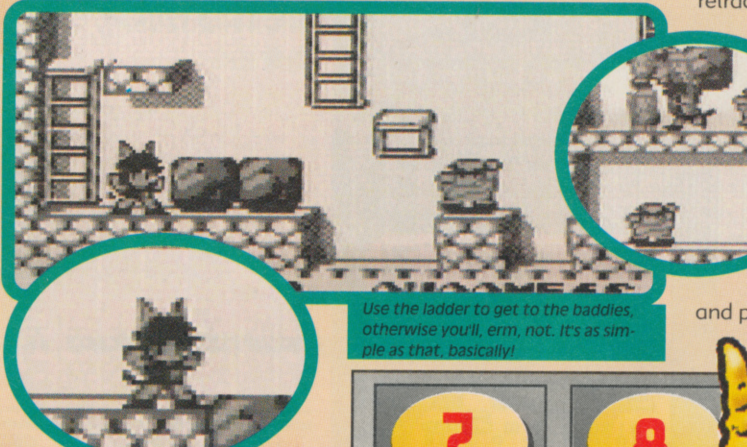
For those of you with Game Boy-owning pals, you can be assured of loads of two-player laughs – provided you have a Com Link cable, that is. Seeing as Power Paws features Sonny and Sammy, and they're both in the same fix, Asmik has decide to include a smart two-player mode in the game. Obviously, one player controls Sonny and the other Sammy, but apart from their different genders and the slightly different hair cuts there is no difference between the two young pals



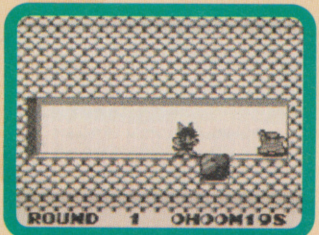
Use that rock as a baddy-bashing bridge!

FATAL REWIND

Undoubtedly the most valuable feature in Power Paws is the rewind mode. No, it's nothing to do with an action replay; it allows you to go back to your last move if you bodge something up. For instance, if you move the wrong block and can't reach the last minion then one quick press of the button will retrace your steps and take you back to the time before you moved said block. The amount of times this can be used is infinite, so if you really mess it up you can go back to the very beginning of a level without having to quit out and press restart.



Use the ladder to get to the baddies, otherwise you'll, erm, not. It's as simple as that, basically!



Lumme! This is exciting!

BLOCK HEADS

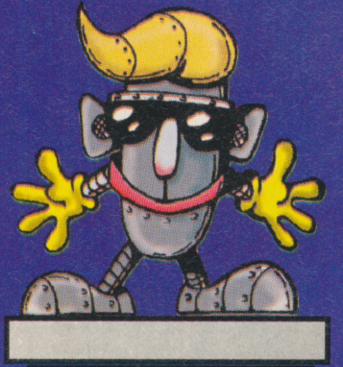
On some of the stages you will find there are blocks that look like pieces of wood. These are breakable and provide an intricate part of the game. Often these will be holding up some of Tom's cronies and you must smash through them to bring the minions crashing down to your level so you can splat them. Also, there are some unbreakable blocks scattered around. These are just as important as, if you manoeuvre these wrongly, you can bodge up the entire level. If you get behind these you can push them around the screen to provide platforms for Sonny or Sammy to stand on or get across holes in the landscapes.

7 LOOK	8 SOUND
5 FEEL	5 VALUE

In the year 2018, things aren't hunky-dory. Those eco-disasters that overly long-haired strange people used to warn us about in the 20th century have actually happened and, as a result, all manner of weird mutations are wandering the Earth. Not nice. But you, as a member of the human race untouched by pollutants, could make a difference. With a souped-up vacuum cleaner that you've strapped to your back and dubbed 'The Vacuulator', you must rush around the world, sucking up these weirdies and making the world a safer place for the human race.

GAME BOY
BY DATA EAST £24.99

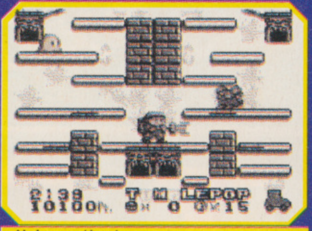
TUMBLEPOP



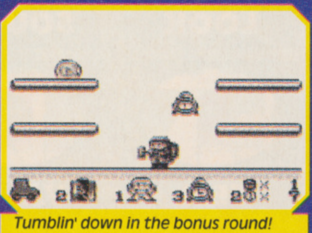
> *Tumblepop reminds me very much of that old Taito classic Parasol Stars, the sequel to the sequel of the brilliant Bubble Bobble. The game doesn't run that quickly which might put some people off, but it looks good and the sound is a laugh. Tumblepop is an entertaining little game and the built-in level editor adds to the longevity.*
>
> ***PAUL RAND***

THEY ALL FALL DOWN

Where would any self-respecting platform romp be without a bonus stage? Nowhere, that's where. Tumblepop has one; if you collect the letters which make up the word 'Tumblepop', you're transported to a stage full of toppling goodies which you must rush around and catch. Be quick, because you don't have much time, and the more you collect the better chance you have of getting further into the game.



Help, mother!



Tumblin' down in the bonus round!

ON THE STAGE

Want to know exactly where you can take on the dastardly denizens of Tumblepop world? Look no further; here's a breakdown of each level, for your delight and delectation!

WORLD ONE: DAMAGED BUILDING AREA

Stage One – Circus House
Tumble and, indeed, pop along the screen, taking out the evil clowns and ferocious flowers as you go.

Stage Two – Block Tower
Up-the-screen action is high on the agenda as you do battle with mummies and mice – help, mother!

Stage Three – Sunken Ship
Ah-ha, shipmates! Destroy the blocks while taking on the might of skeletons and slime!

Stage Four – Ghost House
Invisible Men and Will O' The Wisps are your main threats in this malevolent maze. But where's the Moog?

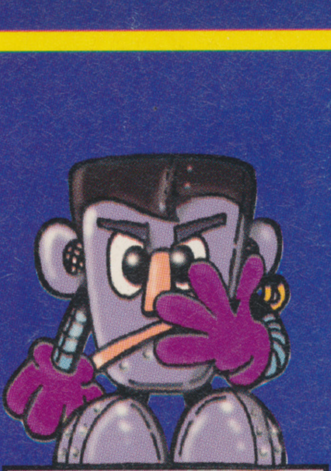
WORLD TWO: ENEMY HIDE-OUT AREA

Kamakura Dome – Slippery platforms make this level a real pain in the ass! The snowmen and garbage monsters don't help matters much, either.

Machine Point — Travel along the conveyor belt while taking on the robots that are building a massive guardian!

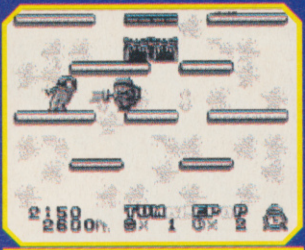
Enemy Flying Saucer – The baddies' HQ and probably the hardest part of the game! Suck up the spacemen and assault the aliens if you want to survive!

Island Of The Master Of Destruction – The final level, inhabited by The Mad Scientist's mechatroid, Rockhead.

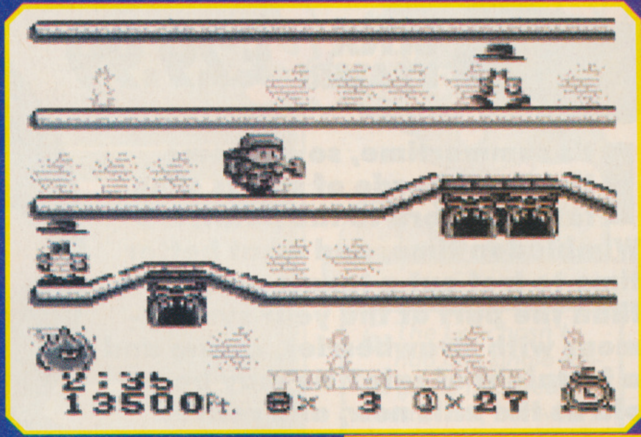


“Tumblepop reminds Rand of Parasol Stars? It IS Parasol Stars! Swap the parasols for vacuum cleaners and that's more or less it. Not only is Tumblepop a bit of a rip-off, it's also pretty dull to boot. The hardest thing to do in this game is get killed. The easiest thing to do is not to bother buying it!”

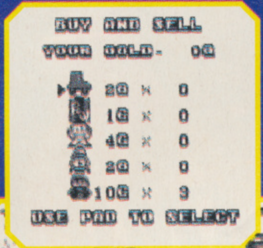
PAUL ANGLIN



Clean up that castle, boyee!

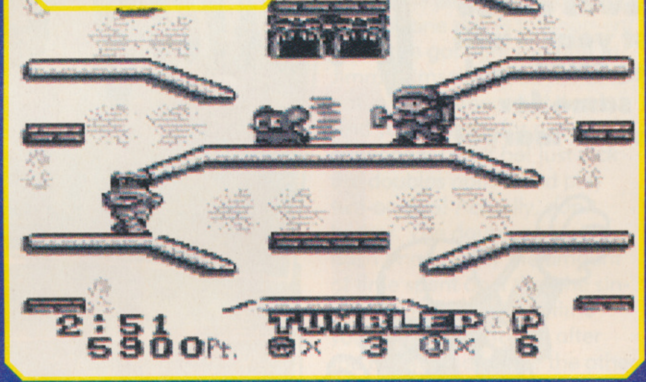


Mummy, I'm scared!



BUY AND SELL
YOUR GOLD- 0G
▶ 2G x 0
1G x 0
4G x 0
2G x 0
10G x 9
USE PAD TO SELECT

Aleee!

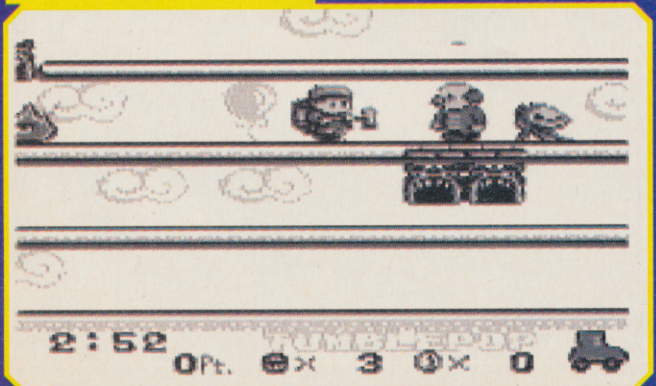


Roamin' on the map.

BUILDING BLOCKS

If you manage to complete all eight levels, don't think that that's the end of the game and it's time to flog it off to some dodgy car-boot salesman! Tumblepop incorporates an editor which allows you to create your own levels! And because the cart has a battery back-up, you can store up to three of your own stages in memory. It's very easy to use the editor; just select the amount of various baddies, items etc that you want and a few other parameters, and you're away!

Platform capers in Tumblepop! It's like Parasol Stars, and it's a fairly good laugh – honest, it is!



GO FOR THE GOODIES

Surprisingly enough, there's some items to be had in Tumblepop. You have to pay for them though, using the coins which are left behind when a baddy dies. Here's the list:

Speed-up: Makes you faster for a short amount of time. Costs 2 coins.

Cartridge: Makes your Vacuulator more powerful for a little while. Costs 1 coin.

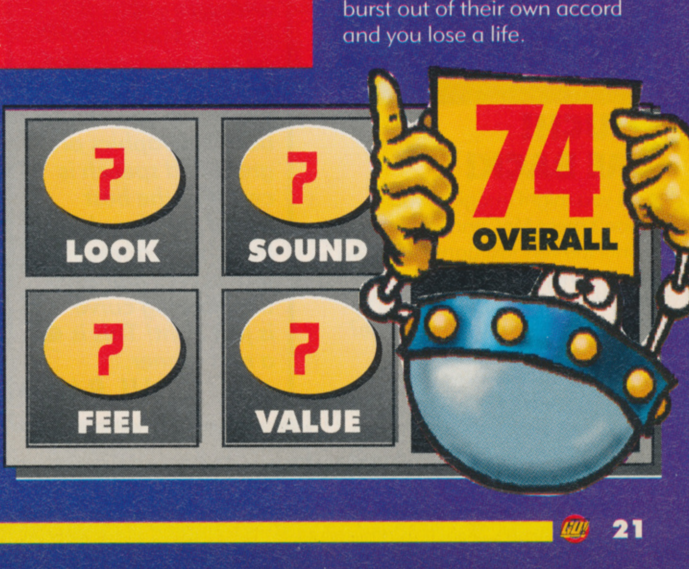
Power Suit: Your character becomes invincible for a limited period of time. Costs 4 coins.

Slow Bomb: Enemies move less quickly than normal. Costs 2 coins.

1-UP: Extra life. Costs 10 coins.

POP-TASTIC, MATE!

The Tumblepop world comprises of of two sections, each of which is made up of four levels. In the first four levels, the mutants have smashed up buildings; in the second quartet, the nasties have completely overrun the buildings. Using your Vacuulator, you've got to suck up the nasties and then release them – they will then bounce around the screen, clearing away baddies as they bounce. If you've sucked up more than one baddy at a time the the destructive power is increased, but be careful – if you hold them in your Vacuulator for too long they'll burst out of their own accord and you lose a life.



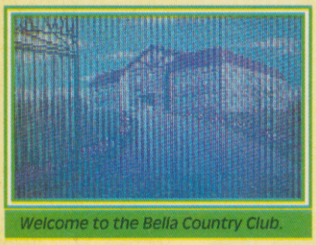
LYNX BY ATARI **£29.99**

Jimmy Connors' TENNIS

It's summertime, so out come the usual horde of sports simulations! More to the point, it's Wimbledon time, and what better time to trot out a tennis game than the part of the year synonymous with strawberries, cream and a fortnight of rain? He may be as old as the hills now, and retired from the game, but there's still few raqueteers who can pull 'em in quite like one James Connors. The jovial Yank had the crowds on the edge of their seats last year – will this Lynx version of the SNES and Game Boy title do the same for lovers of Atari's miniature marvel?

THE BALL WAS IN, MAN!

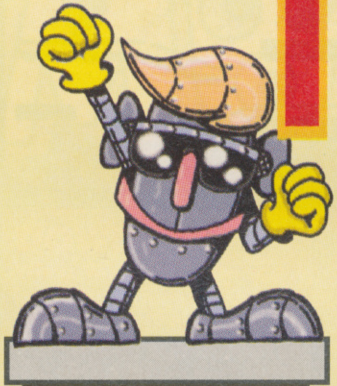
The most important part of any tennis game isn't the look. It isn't the sound, either. It's how the thing actually plays. And believe it or not, Jimmy Connors' Tennis does actually play rather well. The thing with tennis sims is the way the ball moves and this one bounces around quite realistically. Although Jimmys is quite a slow-moving game, it's not a slothful one – you still have to think about what you're going to do before you do it, so you're kept on your toes. And it'll take you quite a while to work out the best positions to be in to hit the ball.



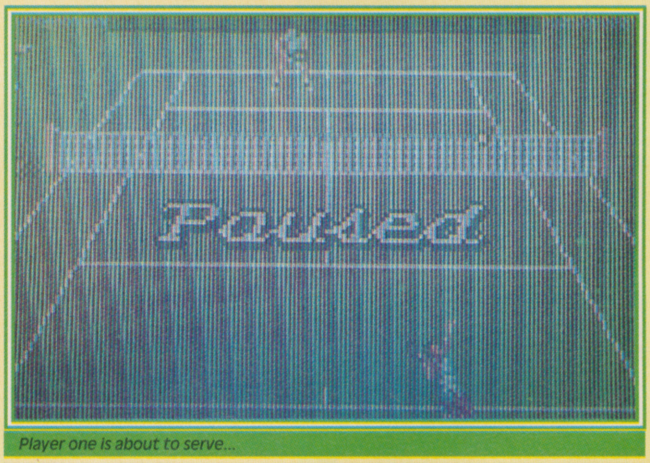
Welcome to the Bella Country Club.

OUCH! ME BACK!

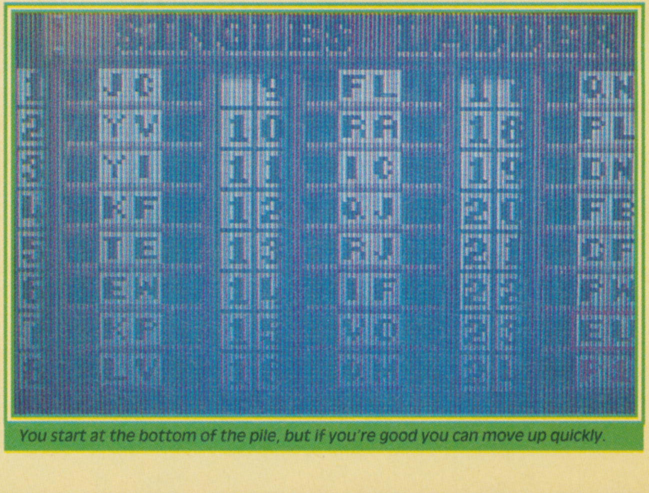
As you might imagine, you don't meet Mr Connors himself until the very last game – hardly surprising; if you were endorsing the title, would you want to be stuck with the crap brigade? The rest of the tennis troglodytes can be taken in turn, or, if you think you're a bit hot, you can jump a ranking or two and take on the better boys.



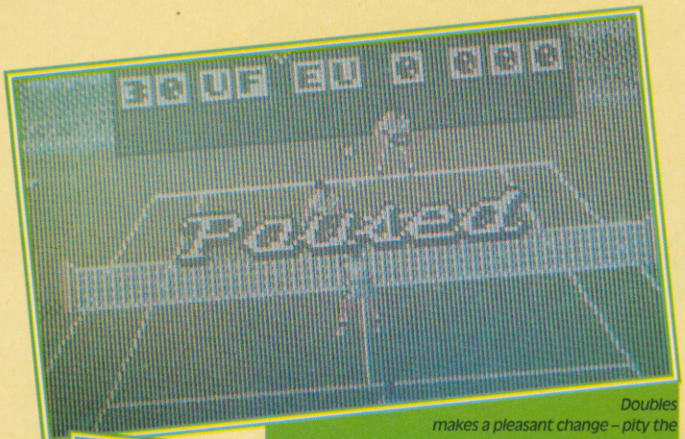
> *Atari has really got its act together as far as quality Lynx software is concerned – just check out Lemmings and Gordo 106 in the last issue, for evidence – and Jimmy Connors' Tennis is another prime example. It's the first tennis game on the machine, and it'll take something extremely good to beat it. Graphics are great and speech is certainly the best heard on a hand-held, but it's the gameplay that scores highest – the learning curve is just right! This is a real winner.*
>
> ***PAUL RAND***



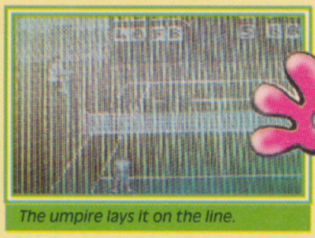
Player one is about to serve...



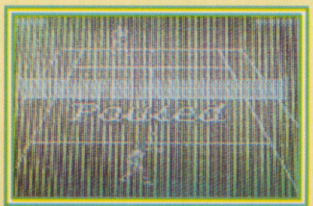
You start at the bottom of the pile, but if you're good you can move up quickly.



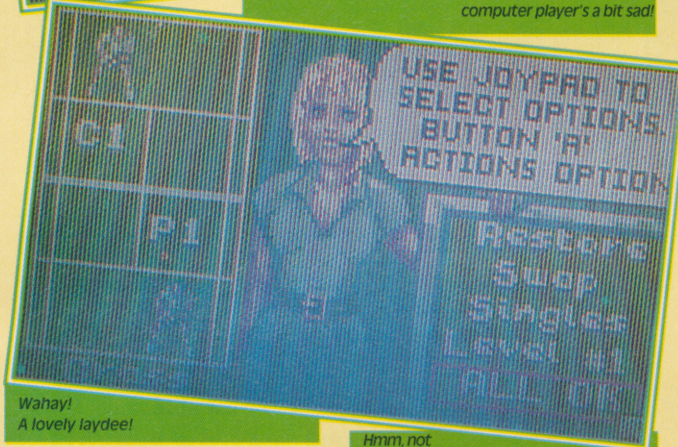
Doubles makes a pleasant change – pity the computer player's a bit sad!



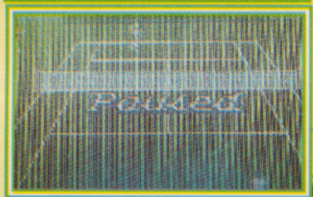
The umpire lays it on the line.



Hit this ball or it's game, set and match to the Lynx



Wahay! A lovely laydee!



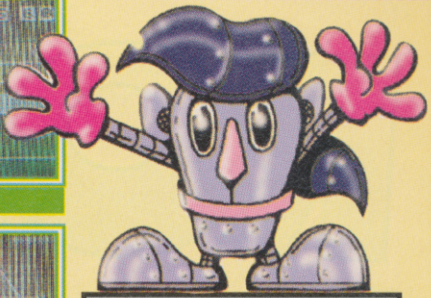
Hmm, not a lot happening here. Wait a bit – who's the knife-weilding chap in the audience?

PRACTICE MAKES PERFECT

Jimmy Connors' Tennis isn't an easy game to get into – when we first shoved in the cartridge and got going we were knocked out in the first round! It pays to practice first; on the player selection screen, move down to yourself and you can enter the training option which pits you against the mechanical ball hurler thing. You're given a percentage of how well you're doing – hit the ball and a percentage is added, miss and one is taken away. The higher your mark, the better you're doing, and to survive any way into the game you want an average of at least 55% – so get practising!

DOUBLES OR QUITS

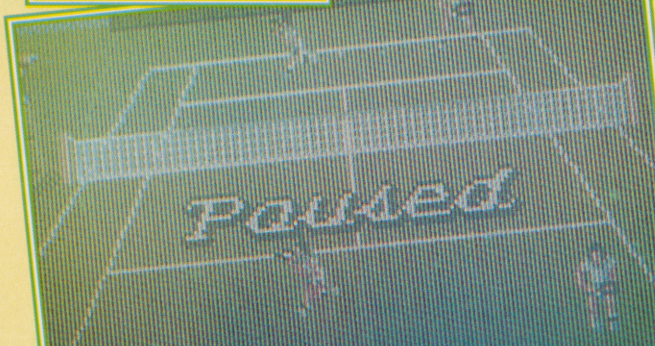
So you've played the ordinary one-on-one tennis tournament and have got right through to Jimmy himself (which will take not a short amount of time). And you're stuck for a new challenge. Don't be! just pick the doubles option and play two-on-two! Actually, don't bother. The doubles game hasn't had nearly the amount of time spent on it that the singles have. Most of the time you're expected to run after the ball yourself while the other player just stands around, oblivious to all that's happening. A bit sad, really.



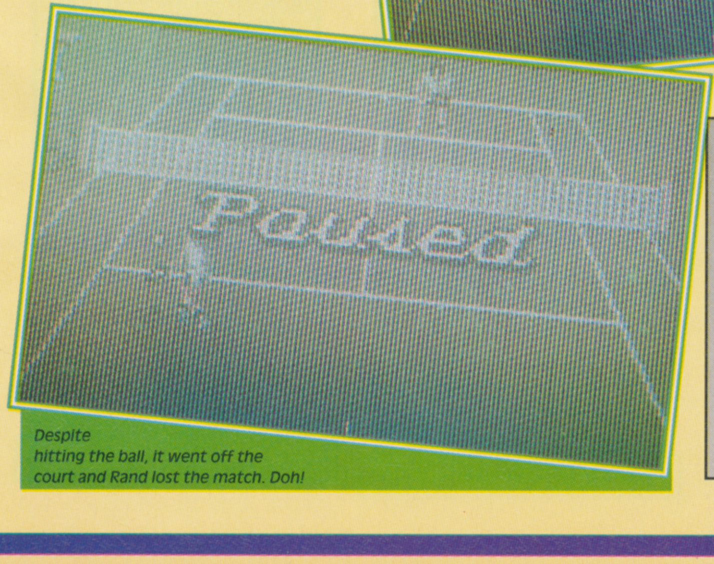
> *The Lynx hasn't had one single tennis game released for it until now, but when Atari decides to finally knock one out, thank heavens it's a classy one. Jimmy Connors' Tennis is a top title; it runs a little slowly, but you'll still need all your wits about you to do well. It looks the tops and has that all-important hookability – if you're tired of watching tennis on telly, grab Jimmy's and get down to the real thing!*
>
> **STEVE KEEN**

SWEET TALKIN' CART

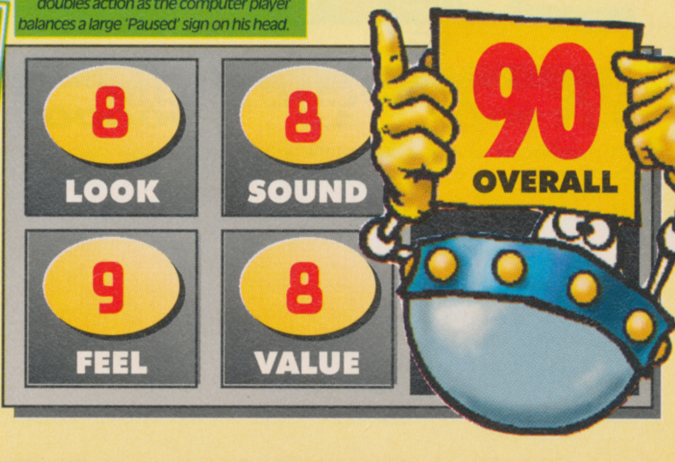
There was a time when the only words to come from a computer were 'kesshquealll'. These days, however, you can actually understand what your machine is trying to say – and this Lynx version of Jimmy Connors' Tennis has, without a doubt, the best speech yet to be heard on a hand-held! They're the sort of phrases you'd expect to hear in a tennis game – 'Fault', 'Fifteen Love', etc, but they're extremely clear and add that little bit extra to the game.



More doubles action as the computer player balances a large 'Paused' sign on his head.



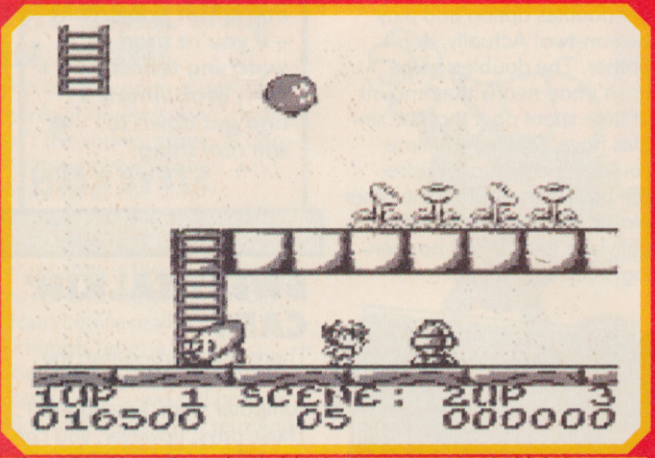
Despite hitting the ball, it went off the court and Rand lost the match. Doh!



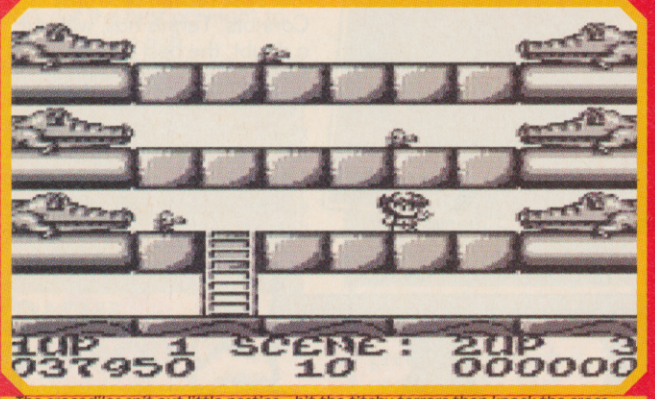
RODLAND

There may be something rather perverse about killing baddies by lassoing them and then bashing them to death by throwing them from one side to other, but then Rodland is no ordinary platform game. It's been around for quite some time on just about every other format imaginable and now, Tam and Rit, the game's heroes, have finally made it onto the Boy...

GAME BOY BY SALES CURVE £24.99



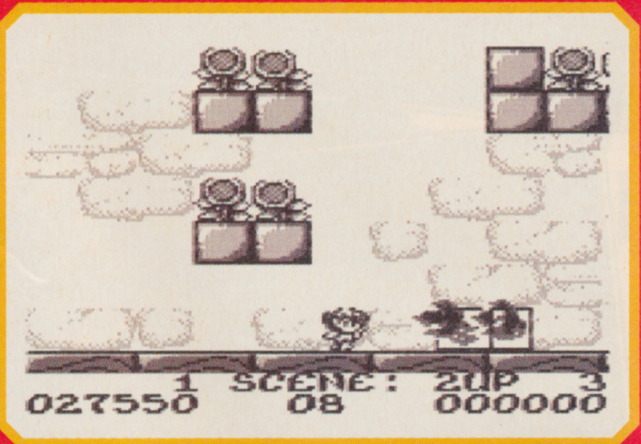
Your rod could come in very handy right about now, 'cos you're stuck in between two nasties with nowhere to go. And how do you reach that ladder to the top-left?



The crocodiles spit out little nasties – hit the titchy terrors then knock the crocs over the head to clear the screen!

MAGIC BITS

Tam and Rit, having come from a fairy village, wear ridiculous tights and spend their Christmas seasons in pantomime. Life's fairly idyllic until all their chums suddenly throw a complete wobbler and lock the girls'Mum away. Luckily, they both possess a large, magic rod (easy now) to wang their mates with, and some rainbow shoes which come complete with a built-in instant up and down ladder.

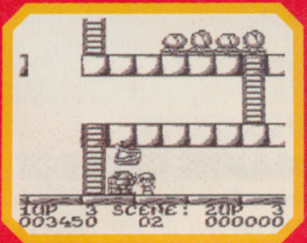


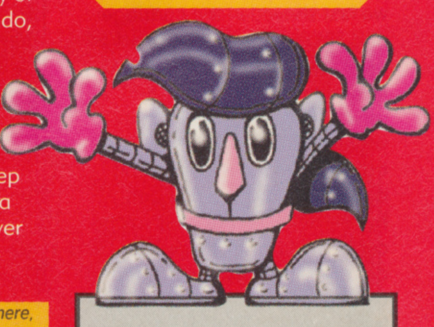
Tam's got lots of points and has reached level 8 – but only has one life left – gulp!

UP AND DOWN

The action takes place on a series of simple platforms. You must toddle around the platforms, picking up flowers while making sure that you don't come into contact with any of your former friends. If you do, the penalty is severe – instant death! And with only three lives to begin with, you can't afford too many encounters so to avoid trouble you must keep moving around and show a clean pair of heels whenever you're threatened by overwhelming odds.

Wahay! No need for a paper bag here, eh lads? Down Shep!

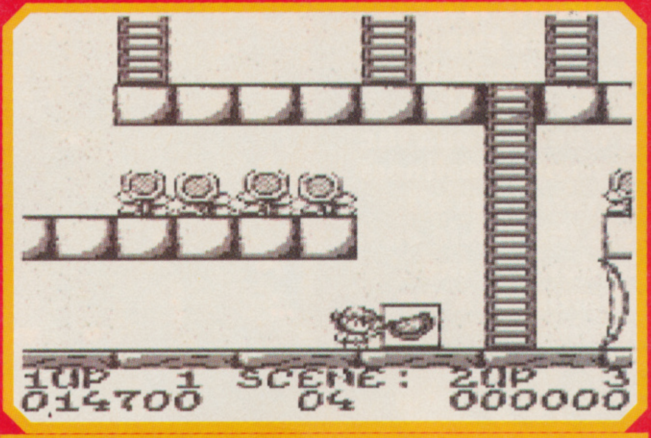




> *Good graphics and a nice familiar feel make Rodland seem like an oh-so-easy game. But you'll need all your skill and all of the weapon pick-ups to avoid all the nasties 'cos this isn't as easy as it looks. Rodland may be an old game using a tired genre but it's weathered well and stands proud and erect as a pretty good example of the platform genre.*
>
> ***STEVE KEEN***

SUPER SPRITES

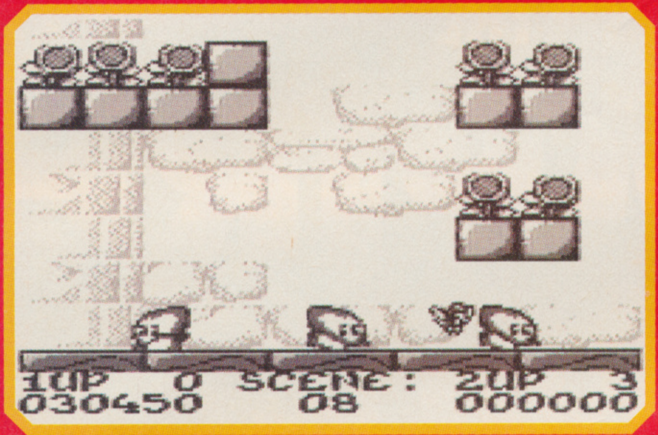
There are nine different types of nasty to overcome in the game. As well as the bog standard Bushies and Sharks, there are several others such as Nessies which can get pretty quick, Polymorphs, multiplying Spuds, rather nasty Wasps, Starfish and the dreaded Blue Meanies. You can dispose of all of them in exactly the same way – if you can grab 'em! Each successive wave of nasties is just that little bit trickier than the first, making the game nice and progressive.



You don't bring me flowers anymore.

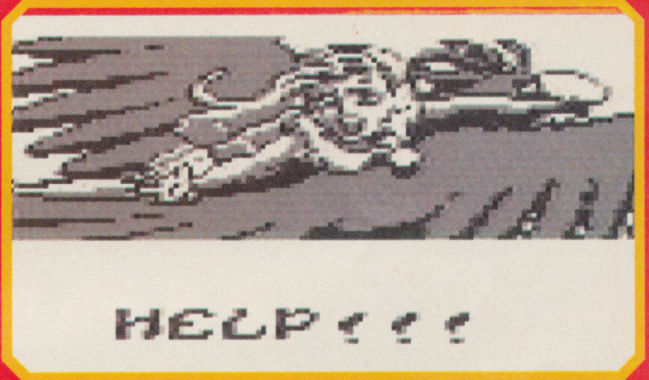
WANG YOUR ROD

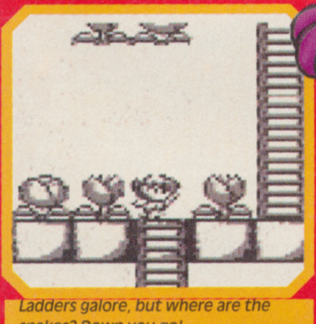
The real key to this game is unlocking the secrets of your rod of doom. With this, your character can either stun, capture or destroy unfriendly characters in the game. Wasting nasties is fairly easy. Just hit the button once when they're a little too close for comfort, and then hit the button again to wang them to the other side of you. As long as there's room enough to keep swinging them, they'll eventually die and leave one of several different weapons behind, waiting for you to walk into them before they do their stuff.



This screen may look bare, but beware – everything here is a nasty!

There goes your Mum – that's the cue to get down to some manic rod action!

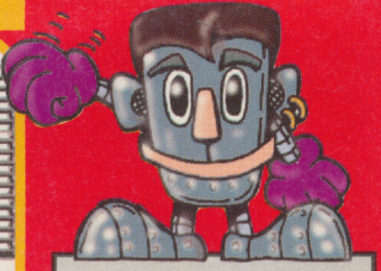




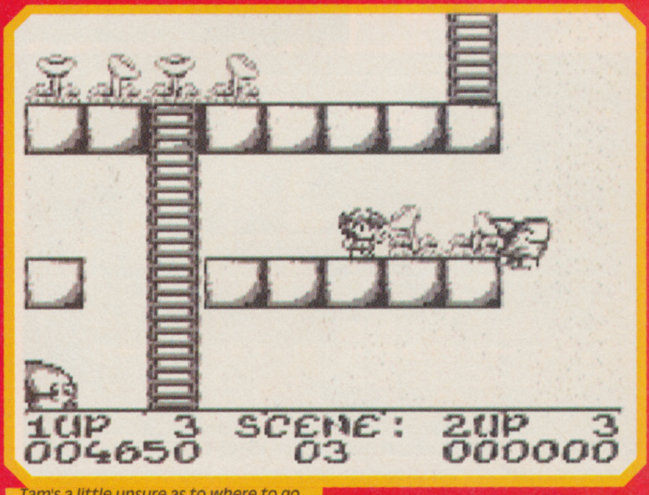
Ladders galore, but where are the snakes? Down you go!

TURNING MEAN

Different characters each take different amounts of punishment. And, as you progress through the levels, you'll find that each one has its own special characteristics and that flight or fight is your only option. After you've cleared all the flowers from a level or you hit a pre-determined time limit, any enemy characters left on screen will turn mean. Whilst they're like this, if you capture and destroy them they'll leave letters behind. If you collect them to make the word EXTRA, you'll be rewarded with a bonus and an extra life by a rather fit fairy.



> *"Rodland stood out on other formats for two reasons – excellent graphics and simple yet absorbing gameplay. Luckily, these two factors have ported well onto the Game Boy version and, whilst the graphics are rather plain, it's the gameplay that really makes this cart. It should have wide enough appeal for beginners, while real experts will still find some tricky levels that'll have them screaming."*
>
> ***PAUL ANGLIN***

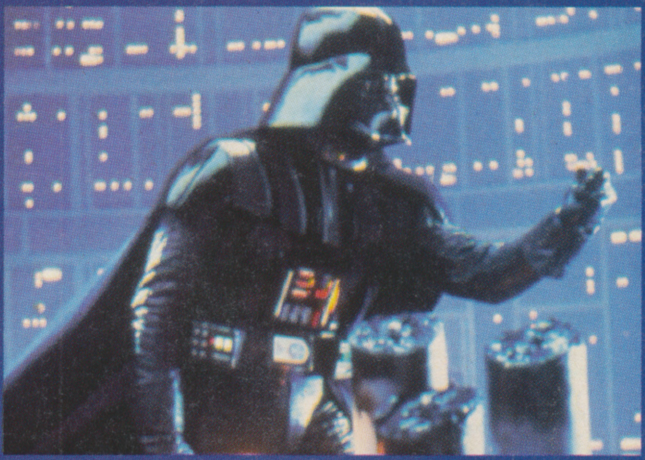


Tam's a little unsure as to where to go next – go get that baddy to the left!

8 LOOK	6 SOUND
8 FEEL	8 VALUE

81 OVERALL

The fate of the Rebel Alliance is in your hands, literally, as the Empire Strikes Back comes to the Game Boy. Luke and his bad haircut are the only things standing between freedom and the complete and utter galaxy-wide nastiness of the Emperor. The game recreates all the major scenes from the movie on the hand-held, right down to the dog-fights and the battle with the AT-ATs. Is The Force with it?



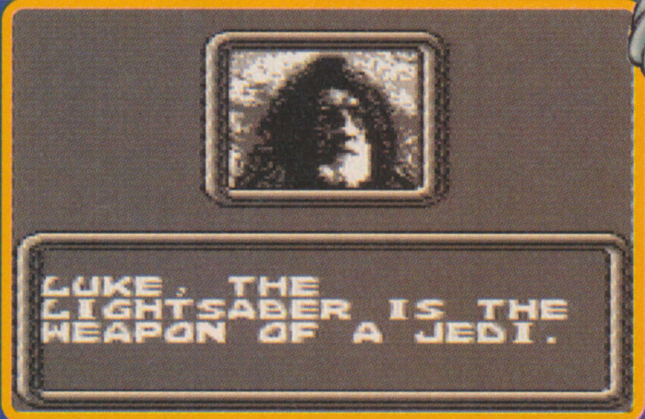
GAME BOY BY CAPCOM £29.99

THE EMPIRE STRIKES BACK

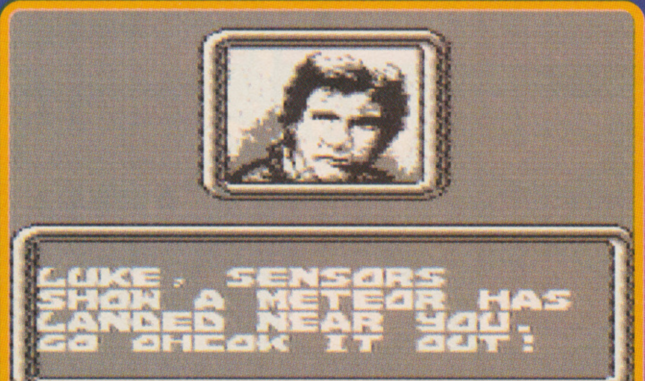
OLDY VAN MOULDY

During his sojourn under the ice on Hoth, Luke receives a mysterious telepathic message from Obi Wan Kenobi telling him to haul ass to the Dagobah system. It's okay for him to talk, as he was killed halfway through the first film, but Luke has to overcome the might of the Empire before he can leave the planet. To do this he has to fight his way through a legion of crack Stormtroopers, commandeer an AT-ST walker then eventually find his way to an X-Wing and blast off.

Blimey! Old gent laughs abound in Empire Strikes Back!

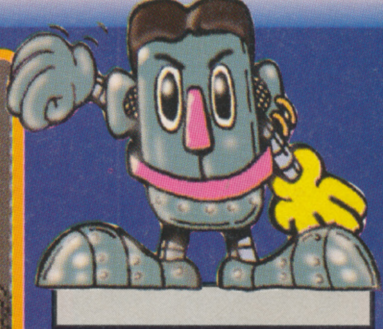


LUKE, THE
LIGHTSABER IS THE
WEAPON OF A JEDI.



LUKE, SENSORS
SHOW A METEOR HAS
LANDED NEAR YOU.
GO CHECK IT OUT!

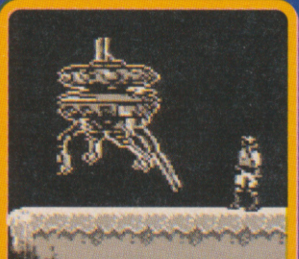
Here's Han – we saw him in carbonite at Planet Hollywood recently!



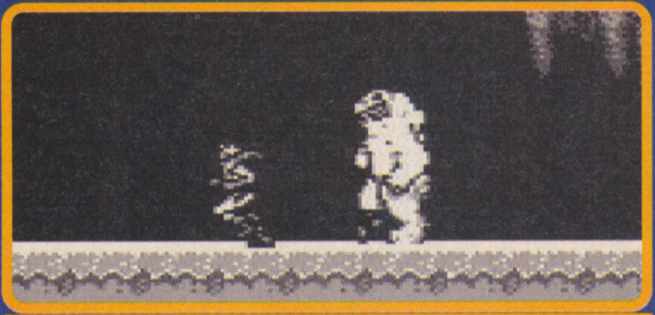
> *Wow! This is identical to the NES version, but with better scrolling! What more could you ask for? All the levels are there, including the excellent speeder sections. The massive first level does become dull after you've blown several credits failing to locate the special force power, but when you've done that the game just keeps getting better. A must for Star Wars fans.*
>
> **GARY WHITTA**

USE THE FORCE

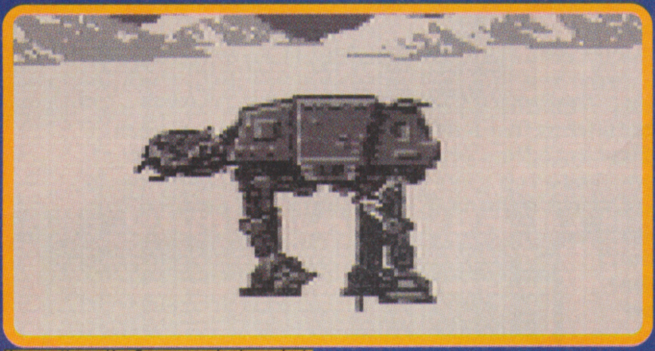
Mysterious Jedi powers aren't all they used to be. Luke starts off armed with a blaster and sod-all else. His first job is to locate his Light Sabre, which is the hardest weapon imaginable, but it doesn't stop there. Luke himself is still a bit of wimp at this point and has to track down special 'force' power-ups, which allow him to do loads of excellent things like jump really high and deflect laser bolts. Because the platform levels are so completely massive it takes ages to track anything down, which can make these parts of the game very frustrating.



Luke with his old drone.



Hey, look! It's a Wampa from the planet Hoth!



You can't see the Snowspeeder here, but it's about to waste that AT-AT!

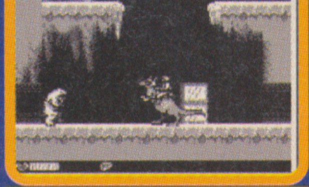
CAVERN CALAMITIES

Luke starts the game riding his trusty Taun Taun across the frozen wastes of Hoth. After dispatching an imperial probe droid the action moves to the caves beneath, where the dreaded Wampa ice creatures live. They're quite content to frolic through the snow looking friendly, but as soon as they spy Luke they turn into vicious, slavering creatures and head straight for him, claws at the ready. They also have a nasty habit of rolling along the floor, making it almost impossible to shoot them.

The Taun Taun only comes in handy for the first part of this level, as its sizeable bulk means it tends to get stuck in many of the smaller caves. It's also very hard to shoot anything while riding it, so it's best to feed it to the Wampas and proceed on foot.

THE FINAL FRONTIER

When Luke's finished lugging Yoda around on Dagobah, he's got to head out to Cloud City to rescue Leia and company from the clutches of Darth Vader. Unfortunately he arrives to late to prevent Han Solo from being frozen in carbonite. He then takes to his X-Wing to vent his rage on a few passing TIE fighters before going on to battle Darth Vader himself. Here you'll need to employ all the flashy Light Sabre twirling skills you developed earlier in the game, otherwise Vader will lop off a lot more than Luke's hand.



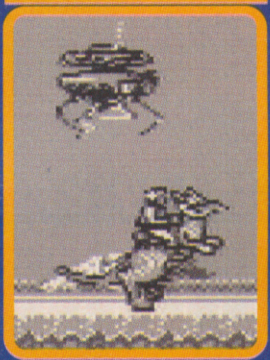
Scrap on!

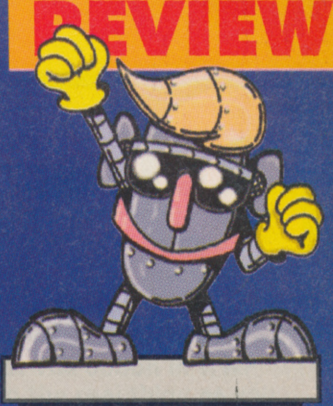
AT-AT ATTACK

Poor old Luke doesn't have time to catch his breath before he jumps into a Snowspeeder to take on the Empire's mighty AT-AT walkers. They're so hea,vily protected that the speeder's lasers don't even scratch the paintwork. Instead Luke has to use his deluxe Rebel Alliance tow rope to tie-up the AT-ATs' legs, which should result in them collapsing into embarrassed-looking heaps.

This bit of the game originally appeared on the old Atari VCS in a Star Wars game from Parker Brothers. Back then this was considered the cutting edge of technology, but when you look at the blocky graphics and the fact that the game consists solely of this section, it makes you glad you own a Game Boy.

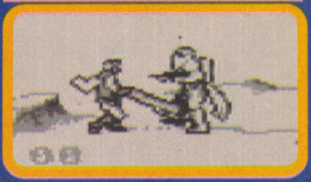
Stop 'Taun-Taun' that drone!



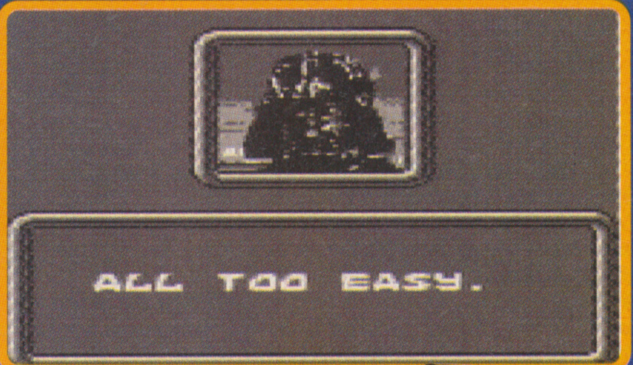


> *The force is with Capcom in Empire Strikes Back! Painstakingly converted from the NES original, this is a spot-on job featuring all the levels and all the excitement! The first stage is a bit of a drawn-out affair, but stick at it and the game comes into its own in a big way. Star Wars hilarity and laughs ahoy!*
>
> **PAUL RAND**

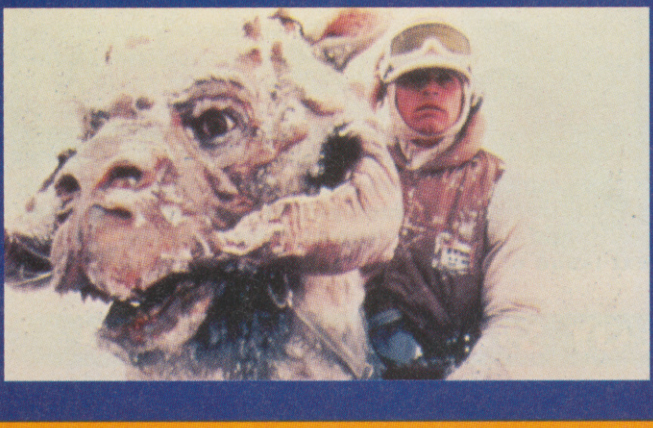
'I have you now.'



No, not Garth – Darth!



ALL TOO EASY.

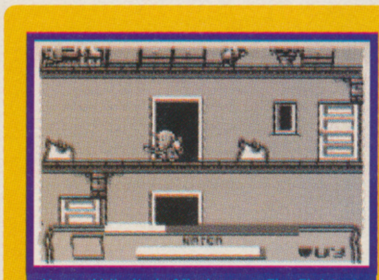


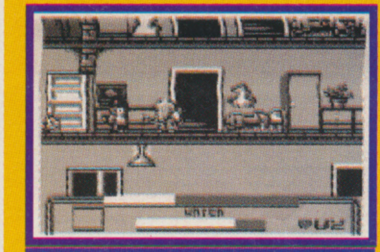
LOOK	SOUND	FEEL	VALUE
8	7	9	8

87 OVERALL

PREVIEWS

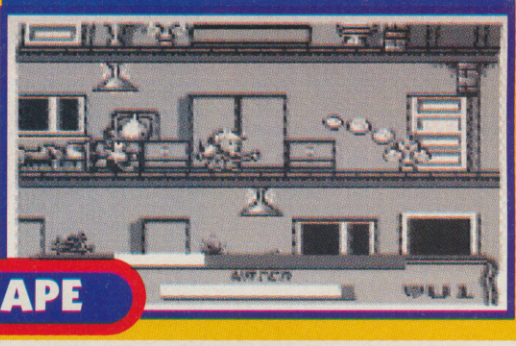
FIRE FIGHTER


Heated hilarity in Mindscape's Fire Fighter!


Bet Technique never had this trouble...

Ever fancied being a top firefighter? Saving people from huge burning infernos, rescuing cats from trees and even starring in the next series of London's Burning? Now you have the chance! The latest Game Boy platformer from those top guys and gals at Mindscape casts you as a fireman in a crazy world of mutant fire beasts and other such nasties. As you can see from the shots, the graphics don't look hugely impressive, but from what we've seen, the beauty of this lies well beyond cosmetics. The gameplay doesn't seem to be anything original, but as long as the substance is there who cares? Watch for an upcoming review in the near future.

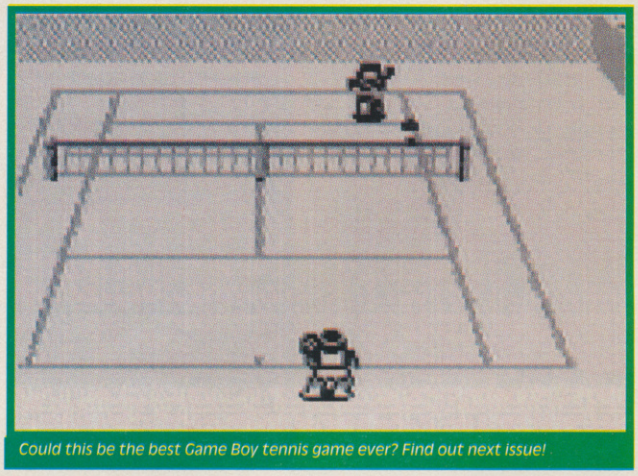
Crumbs! It's Zebbedee off The Magic Roundabout!



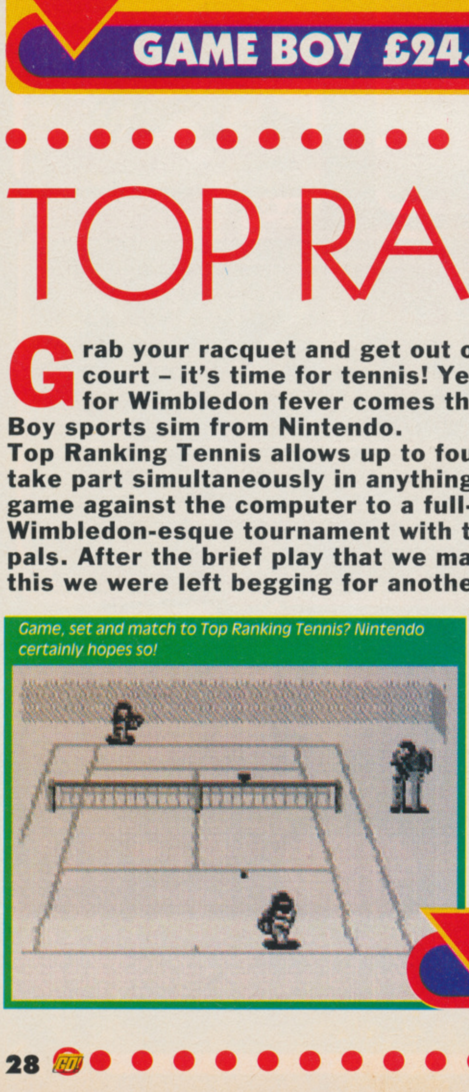
GAME BOY £24.99 BY MINDSCAPE

TOP RANKING TENNIS

Grab your racquet and get out on that centre court – it's time for tennis! Yes, just in time for Wimbledon fever comes the latest Game Boy sports sim from Nintendo.
Top Ranking Tennis allows up to four players to take part simultaneously in anything from a friendly game against the computer to a full-blown Wimbledon-esque tournament with three of your pals. After the brief play that we managed to get of this we were left begging for another go, then another and another...this looks as though it could be the one to surpass all previous Game Boy tennis efforts. It's absolutely amazing; there doesn't seem to be a single thing missing from this game – four-player mode, bundles of options to fiddle with and immense amounts of gameplay. Watch the very next issue of GO! for the full Review.


Could this be the best Game Boy tennis game ever? Find out next issue!

Game, set and match to Top Ranking Tennis? Nintendo certainly hopes so!

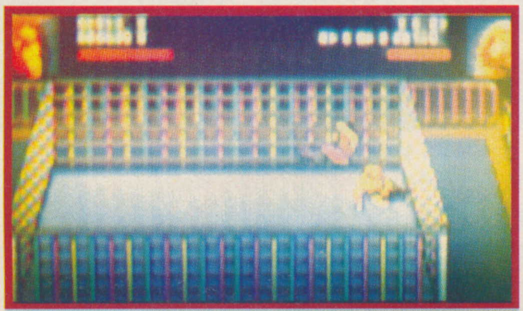


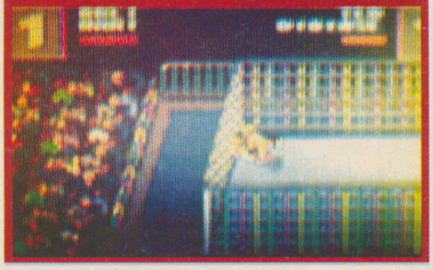
GAME BOY £24.99 BY NINTENDO

WWF WRESTLEMANIA

Just what is the appeal of a bunch of fat, hot, sweaty men rolling around on the floor together and making lots of odd grunting noises? Don't ask us what it is, but there certainly is one, 'cos Acclaim have come out with yet another WWF game, this time on the little colour Sega.

WWF Wrestlemania gives you the chance to take on the role of any one of ten WWF wrestlers ranging from the likes of the well-hard Undertaker, right down to the sad dodginess of Papa Shango. You can choose from either a cage battle or a regular match for top ring action ahoy, as well as a tag team bout and two knockout tournaments. The action in WWF seems to have remained just as faithful to the real thing as you can get. The sound you get when someone gets thwacked into the side of the steel cage is marv, too. This should be a real stunner when it hits the Game Gear – keep an eye out for the full GO! Review, in a not too distant issue.


WWF Wrestlemania – coming your way on the Game Gear very soon!

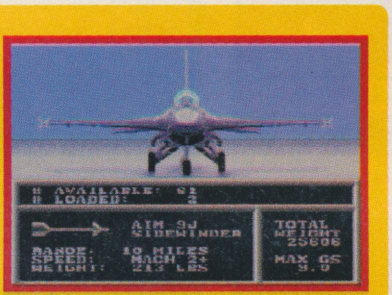
Ten gruntin', groanin' grapplers are at your disposal in Acclaim's WWF Wrestlemania!


GAME GEAR £TBA BY ACCLAIM

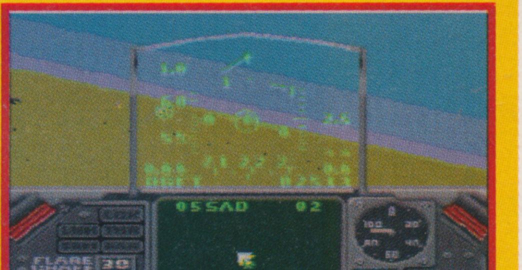
FALCON

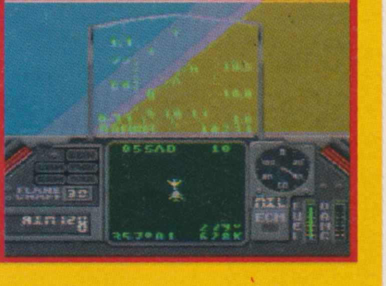
Ever wanted to be a top F-16 flyboy? Fancied flying through enemy territory at Mach 2 with bogies blazing across the skies, taking time only to stop for a minute to land and quaff some ale and talk to some girlies? You have? Oh good, 'cos that's just what you get to do in this game. Apart from the ale and the girlies bit, that is.

F-16 Falcon is the first flight sim on the GT to our knowledge. After starting life on the ST (of all things) a few years ago the game has made it onto the Engine (which is incidentally the only console it has appeared on) and it looks set to go down a storm. With the obvious lack of simulations on GT the field is wide open for Falcon. We got the game in just as this issue was going to bed so we didn't have time to review it, but we have had a damn good play nonetheless and it seems to be bloody great. Pull your Chubby Brown flying helmet on and ready yourself for the GO! review next month – this is gonna be huge!



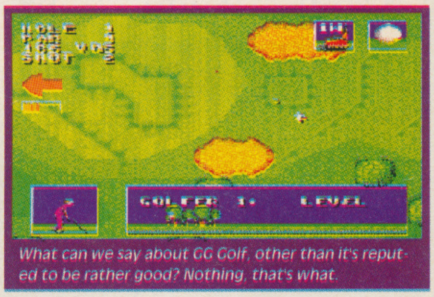
Look at the size of that Sidewinder! One of the weapons to be had in GT Falcon.


Bandit at six 'o clock! That's okay, I fancied a Bounty anyway. Old and unfunny gags abound in GO!'s Falcon preview!

The first real flight combat simulator on a hand-held? You be the judge when we review Falcon!


PC ENGINE GT £34.95 BY SPECTRUM HOLOBYTE

GOLF


What can we say about GG Golf, other than it's reputed to be rather good? Nothing, that's what.

So you fancy a round of a golf but can swing a club about as well as you can a cat and it's always raining when you polish up your clubs? Fear not, for courtesy of Sega comes all-weather golfing on your Gear!

As far as we know this is the only golf game on the GG other than Leaderboard, and it looks as good as that corker. You start off as a young hopeful in the world of professional golf and must gradually work your way up the ladder until you start earning big bucks. You can participate in either stroke play, which is basically just a practice round, or an open tournament against either the computer or a human opponent. This one is just about ready, so it should be appearing an issue of GO! near you very soon. FORE!

GAME GEAR

£TBA BY SEGA

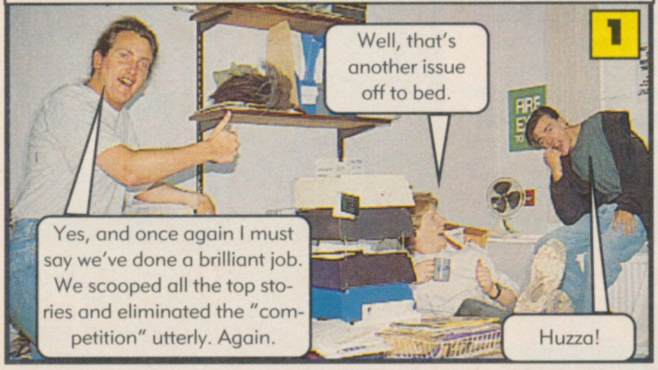
HOW HAND-HELD GO! VIDEO GAMES IS MADE

TRUE-LIFE PHOTOSTORY

An exclusive behind-the-scenes peek at how the world's greatest hand-held mag works!

Every month we bring you not just the best multi-format games magazine in the world, but the number one hand-held mag too - and for no extra cost! How do we do it? Well, you're about to find out, as using a hidden camera we were able to produce this fly-on-the-wall photo-documentary revealing a month in the life of GO! Read on...

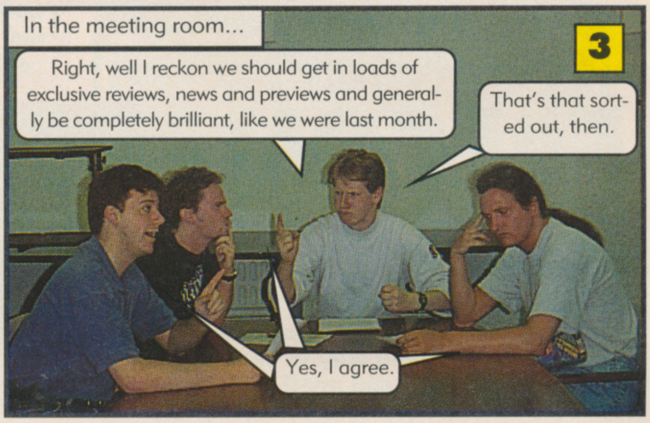
Each issue begins as the last one ends, with the team enjoying a moment of reflection...


1
Well, that's another issue off to bed.
Yes, and once again I must say we've done a brilliant job. We scooped all the top stories and eliminated the "competition" utterly. Again.
Huzza!

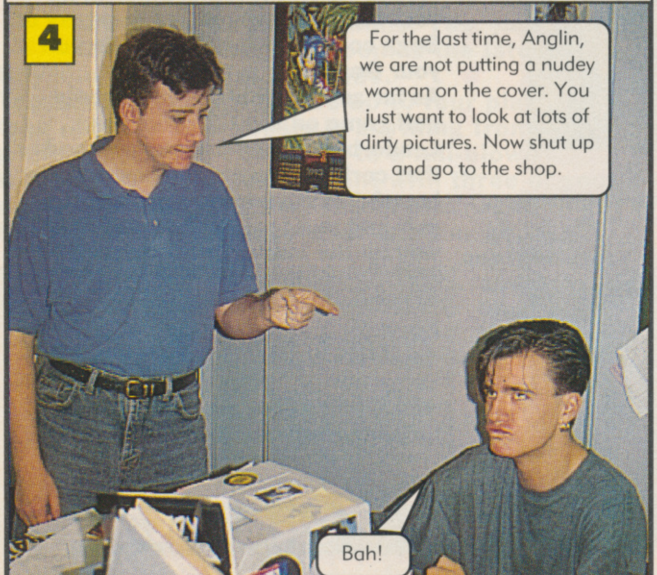
But there's little time for relaxation at this level of publishing...

2
Right, let's get cracking on the next issue! I want everyone with anything useful to say to meet downstairs in the boardroom to discuss ideas. In the meantime, Anglin, you can go to the shop.
Doh!

In the meeting room...

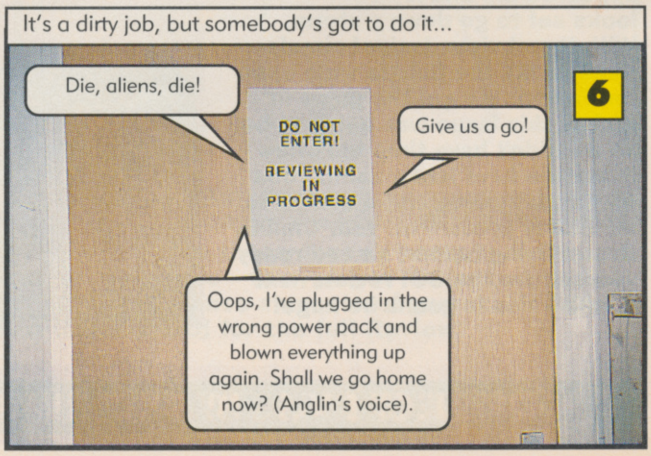

3
Right, well I reckon we should get in loads of exclusive reviews, news and previews and generally be completely brilliant, like we were last month.
That's that sorted out, then.
Yes, I agree.

Back on the editorial floor of GO! Towers, work on the new issue is underway...

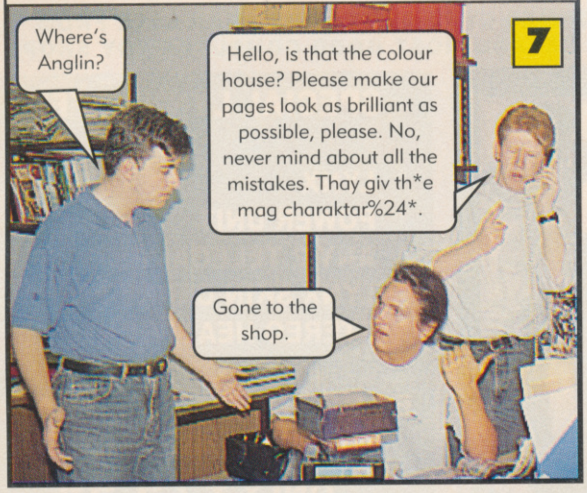

4
For the last time, Anglin, we are not putting a nudey woman on the cover. You just want to look at lots of dirty pictures. Now shut up and go to the shop.
Bah!

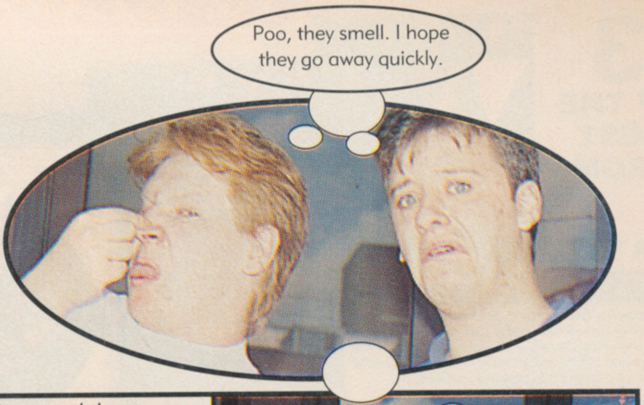
5
Right, for this month's cover it's a choice between Starwing on the Game Gear or the new CD Gameboy. Which one should it be?
Well, I don't think we can do either of those, seeing as you just made them both up. But never mind, here's Garth (out of shot) back from the dodgy grey import shop with tons of new stuff. Hip hip hooray.

It's a dirty job, but somebody's got to do it...

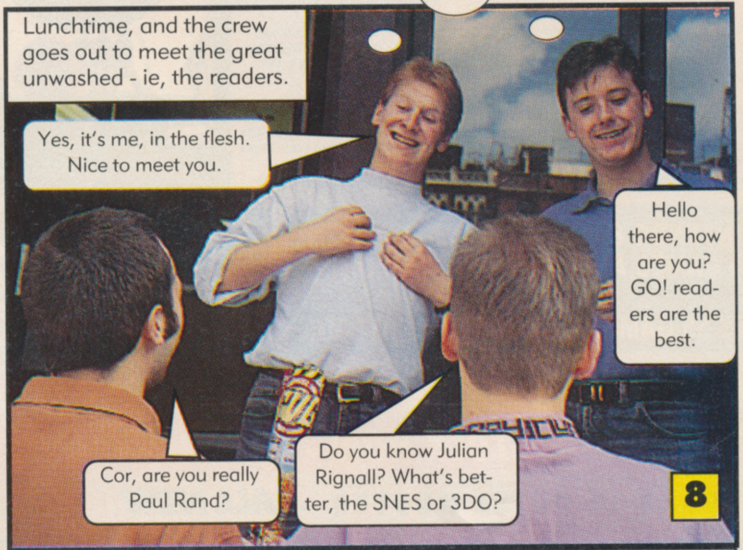

6
Die, aliens, die!
DO NOT ENTER! REVIEWING IN PROGRESS
Give us a go!
Oops, I've plugged in the wrong power pack and blown everything up again. Shall we go home now? (Anglin's voice).

9:30 the next day, and with their machines repaired, the GO! crew is hard at it.


7
Where's Anglin?
Hello, is that the colour house? Please make our pages look as brilliant as possible, please. No, never mind about all the mistakes. Thay giv th*e mag charaktar%24*.
Gone to the shop.

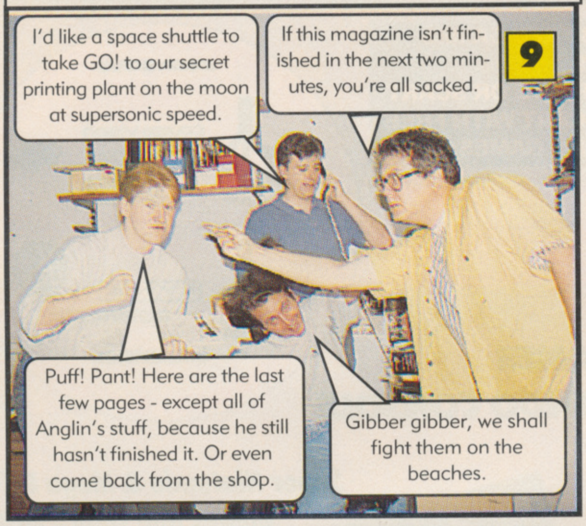

Poo, they smell. I hope they go away quickly.

Lunchtime, and the crew goes out to meet the great unwashed - ie, the readers.

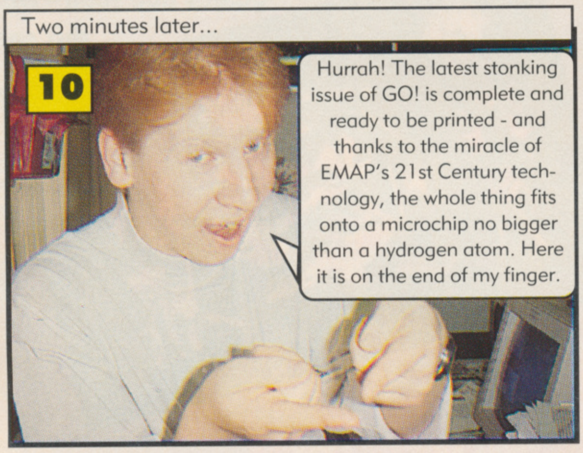

8
Yes, it's me, in the flesh. Nice to meet you.
Hello there, how are you? GO! readers are the best.
Cor, are you really Paul Rand?
Do you know Julian Rignall? What's better, the SNES or 3DO?

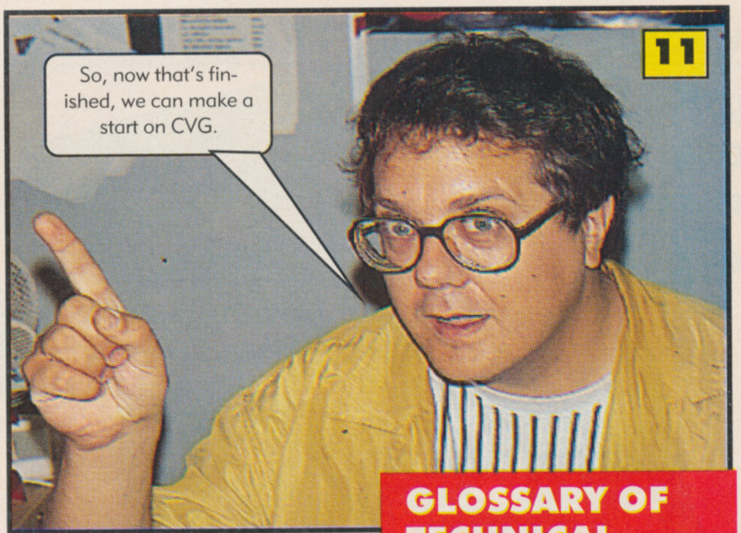
NOTE TO READERS: Yes, these are the sort of stupid questions you really do ask.

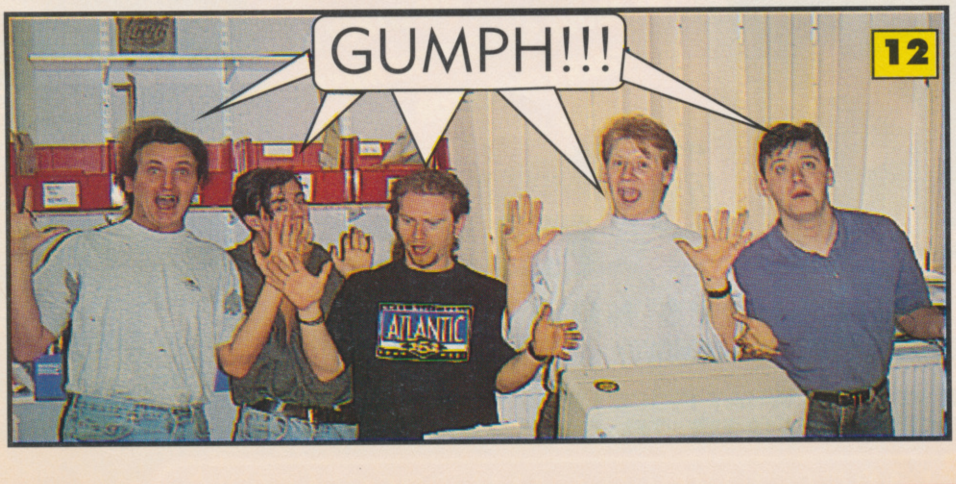
Final week of the GO! schedule, and deadlines are tight...


9
I'd like a space shuttle to take GO! to our secret printing plant on the moon at supersonic speed.
If this magazine isn't finished in the next two minutes, you're all sacked.
Puff! Pant! Here are the last few pages - except all of Anglin's stuff, because he still hasn't finished it. Or even come back from the shop.
Gibber gibber, we shall fight them on the beaches.

Two minutes later...


10
Hurrah! The latest stonking issue of GO! is complete and ready to be printed - and thanks to the miracle of EMAP's 21st Century technology, the whole thing fits onto a microchip no bigger than a hydrogen atom. Here it is on the end of my finger.


11
So, now that's finished, we can make a start on CVG.


12
GUMPH!!!
ATLANTIC 252

GLOSSARY OF TECHNICAL TERMS

PUT TO BED - finish the issue. Or fall asleep at your desk, like Whitta does.
COLOUR HOUSE - place that magically turns our computer files into printable pages. Or a house with lots of colours in it, like the Big Breakfast house.
SHOP - place where Anglin goes when he's not busy reading Kerrang!
DEADLINE - sorry, we don't know what this word means (as our Publisher knows only too well). SEEYA NEXT MONTH!

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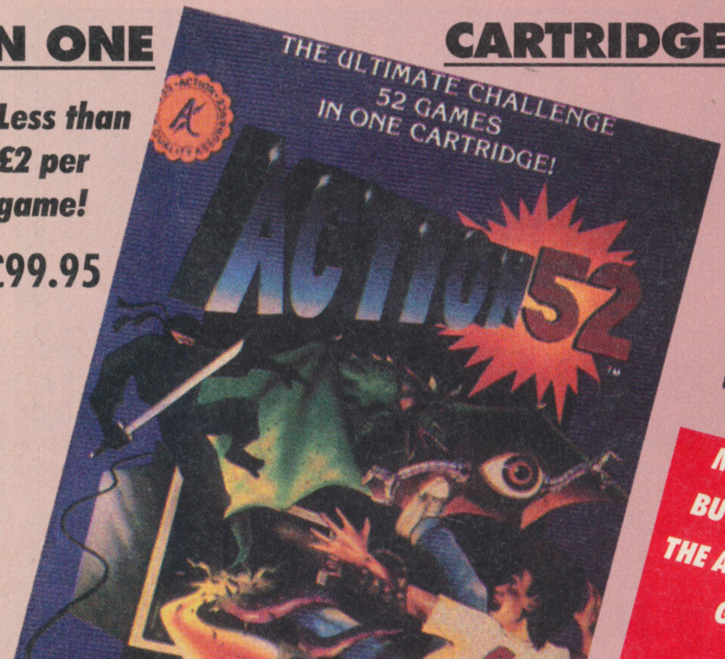

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